INSIDE: GAMING MINI-MAG!

Disney Adventures

November 2006

Disney/Pixar's

Cars

All New Comic!

DVD Extras • Bloopers

NEW SONIC GAME!

PLUS: Pirates Comic & More

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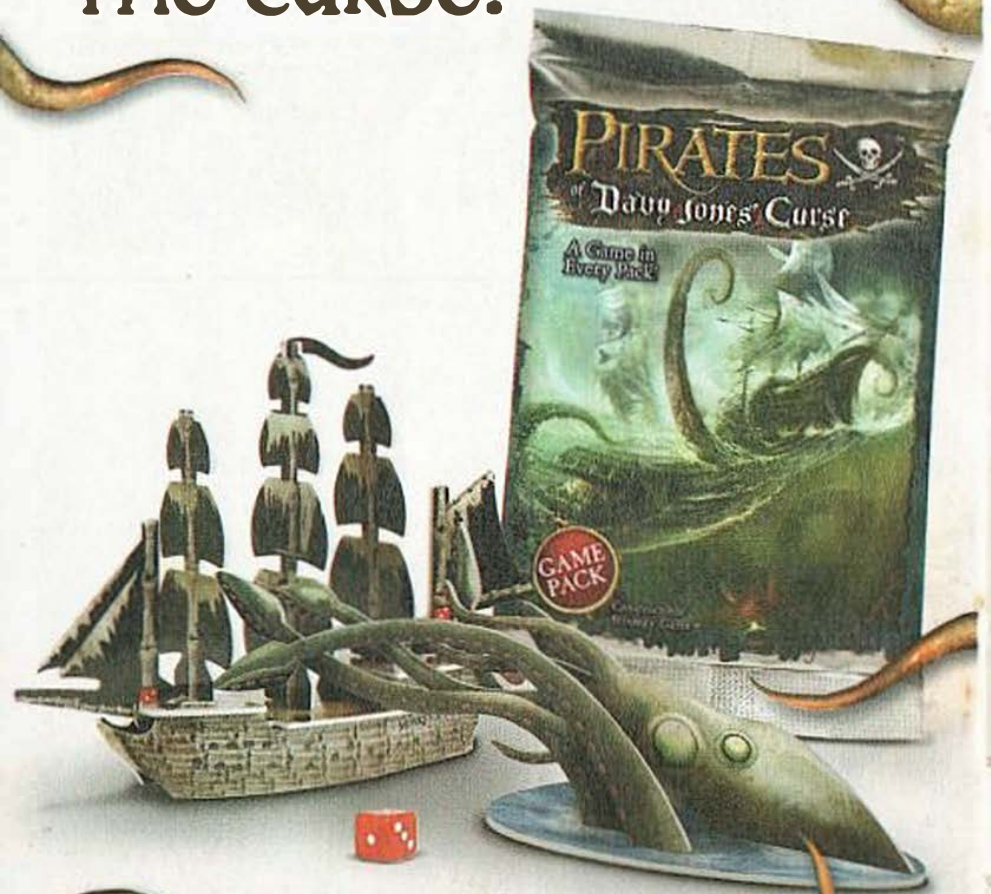
BEWARE THE CURSE!



AVAILABLE OCTOBER 2006!

WIZKIDS CSG Learn more at www.piratescardgame.com.

HELLO-WEEN

Eek! We made our perplexing puzzles extra-scary this month — one even escaped to the Hello page! Turn to page 58 to find the others. And Adventure on!

Deborah Way
Senior Editor

Amy Weingartner
Editor

This grid is crawling with words that have the sound *eek* in them! The words read left, right, up, down and diagonally. When you've found all 18 words listed below, read the leftover letters from left to right, starting at the top row, to get a funny bonus message.

p	E	T	K	E	E	p	K	A	E	N	S	H	E	H	O
I	I	U	D	U	E	A	E	N	D	S	E	H	S	E	O
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U	B	E	A	C	O	N	S	O	H	N	H	A	E	S	E
E	N	E	E	V	p	E	A	C	O	C	K	R	L	E	E
A	L	R	E	K	E	E	S	R	B	E	U	E	N	F	p
K	O	G	O	C	I	R	O	T	R	E	U	p	U	N	p

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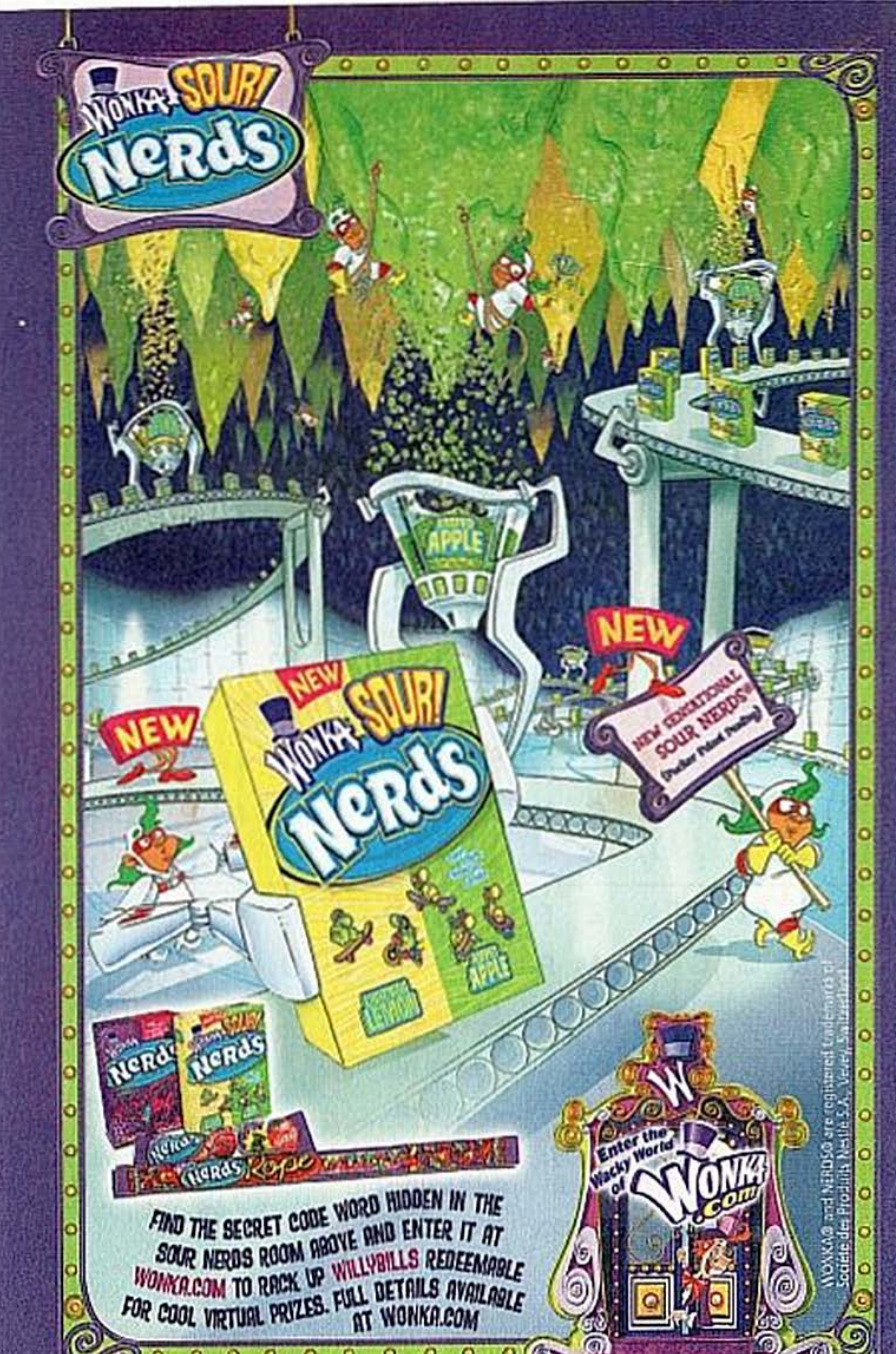
CHEEKS
EUREKA
GREEK
LEAK
PAPRIKA
PEACOCK
PEEKABOO
PIPSQUEAK
PUERTO RICO
SEEKER
SEQUEL
SHEIK
SHRIEK
SNEAK PEEK
TIKI TORCH
UNIQUE

ILLUSTRATION BY ROBERT LEIGHTON

(See all answers on page 65.)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November 2006 Volume 16, Number 9

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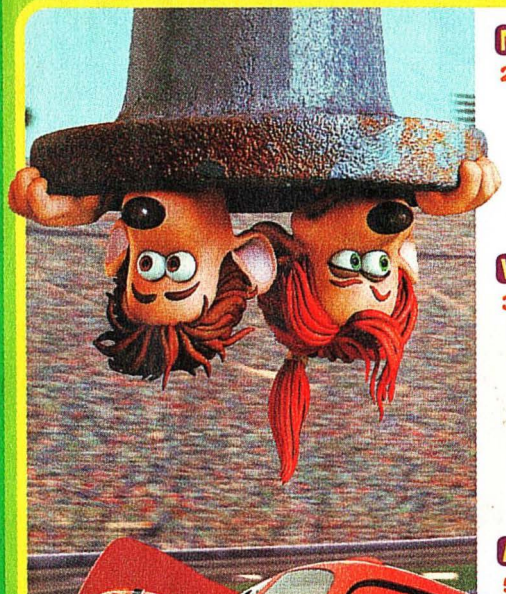


MOVIES

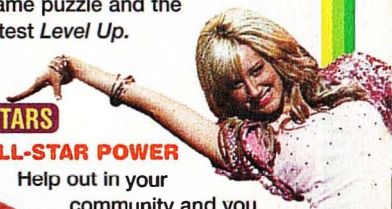
28 HOLIDAY HOT LIST

Celebrate some of this season's hits: *Flushed Away, The Santa Clause 3: The Escape Clause* and *The Nightmare Before Christmas 3-D.*

VIDEO GAMES

35 GAME ON!

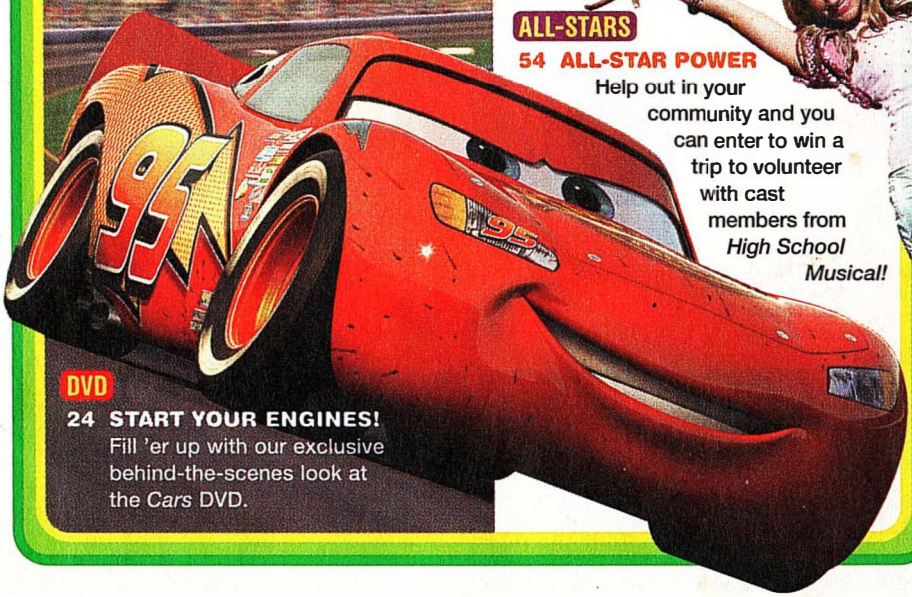
It's gaming galore with these top console and hand-held games. Plus, a video game puzzle and the latest *Level Up.*



ALL-STARS

54 ALL-STAR POWER

Help out in your community and you can enter to win a trip to volunteer with cast members from *High School Musical!*



DVD

24 START YOUR ENGINES!

Fill 'er up with our exclusive behind-the-scenes look at the *Cars* DVD.

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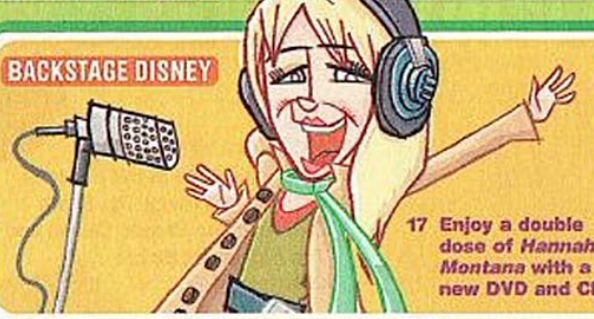

17 Enjoy a double dose of *Hannah Montana* with a new DVD and CD!

LAUGH OUT LOUD

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STARS

20 Flash Fact: A new Joker will face off against the Caped Crusader in the sequel to *Batman Begins.*

MOVIES

22 We've wrangled some top horse tips from *Flicka*'s star, Alison Lohman.

TV

20 Outkast's André 3000 goes back to school in the new cartoon *Class of 3000.*

GO FIGURE

58 Puzzle Pages

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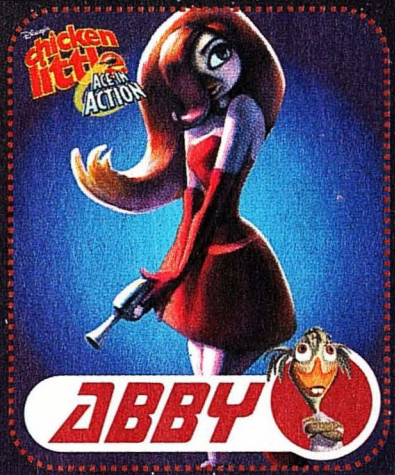

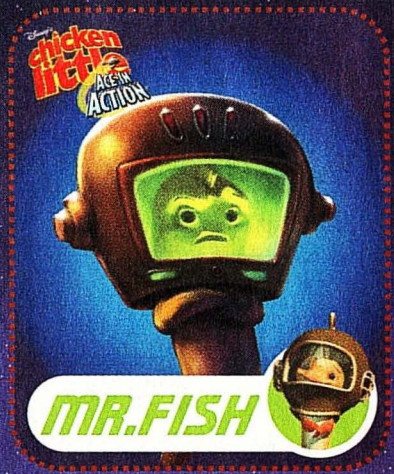

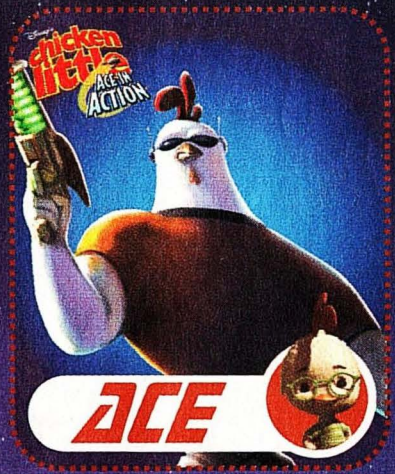

Game tips on the back of each trading card!

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GAME TIP:

If you use Abby's mine repulsor gadget at the right time, you can sometimes send mines back at your enemies.

GAME TIP:

Runt can use his tank as a weapon. Run over evil robots to get rid of them quickly!

GAME TIP:

You can hold down the primary fire button for an auto-burst, but Ace can get a faster fire rate from a rapid button press.

GAME TIP:

Collect all the Acornium you can! You can use it to buy new weapons from Mr. Fish.

Disney PlayStation 2 NINTENDO DS.

Wii

disney.com/videogames

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5 THINGS YOU GOTTA DO IN NOVEMBER

1 Read your favorite book (or magazine!) on National Young Reader's Day, November 14.

2 Forget "putting the cart before the horse." Create a new phrase, like, "Don't go treasure hunting without a map."

3 Searc!:t for the-ê|ê-gest dinosaur bones yo◆c,an find at the "ear'est natural history museum.

4 *¡Hola! Bonjour! Ni Hao!* Learn a few greetings in different languages.

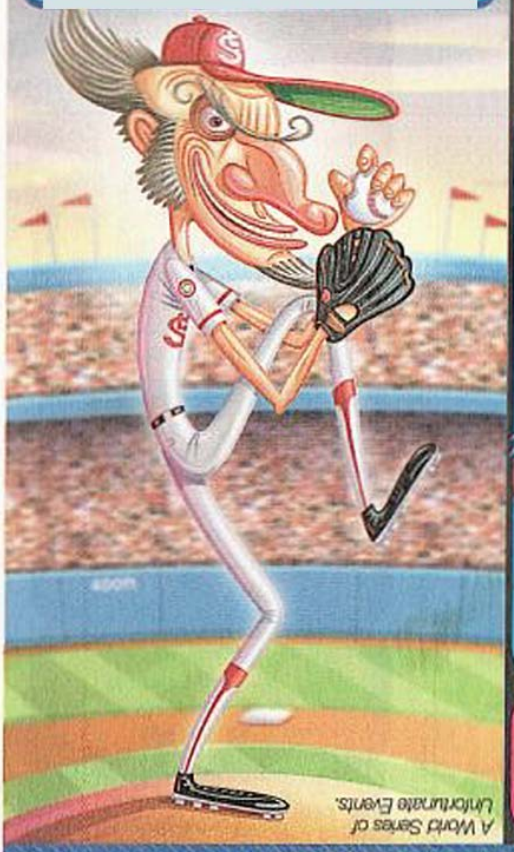
5 For Pumpkin Pie Da1y,Nove◆ber 21, dig Into∂. your piece crust :fi'rst.

ILLUSTRATION BY PAUL CERUO

BY MATT RISSINGER AND WENDY WAX

JOKES & RIDDLES

WHAT LEMONY SNICKET MOVIE TAKES PLACE ON A BASEBALL DIAMOND?



A Wonky Series of Unfortunate Events.

WHAT HAPPENED TO MILEY STEWART AFTER SHE PERFORMED IN NEW ORLEANS?

She became Hannah Louisiana.

HOW CAN YOU TELL IF YOUR HOUSE IS HAUNTED?

You need a skeleton key to open the front door.

When you turn on the shower, you get hot and cold running cobwebs.

Your dog looks more like a werewolf each night.

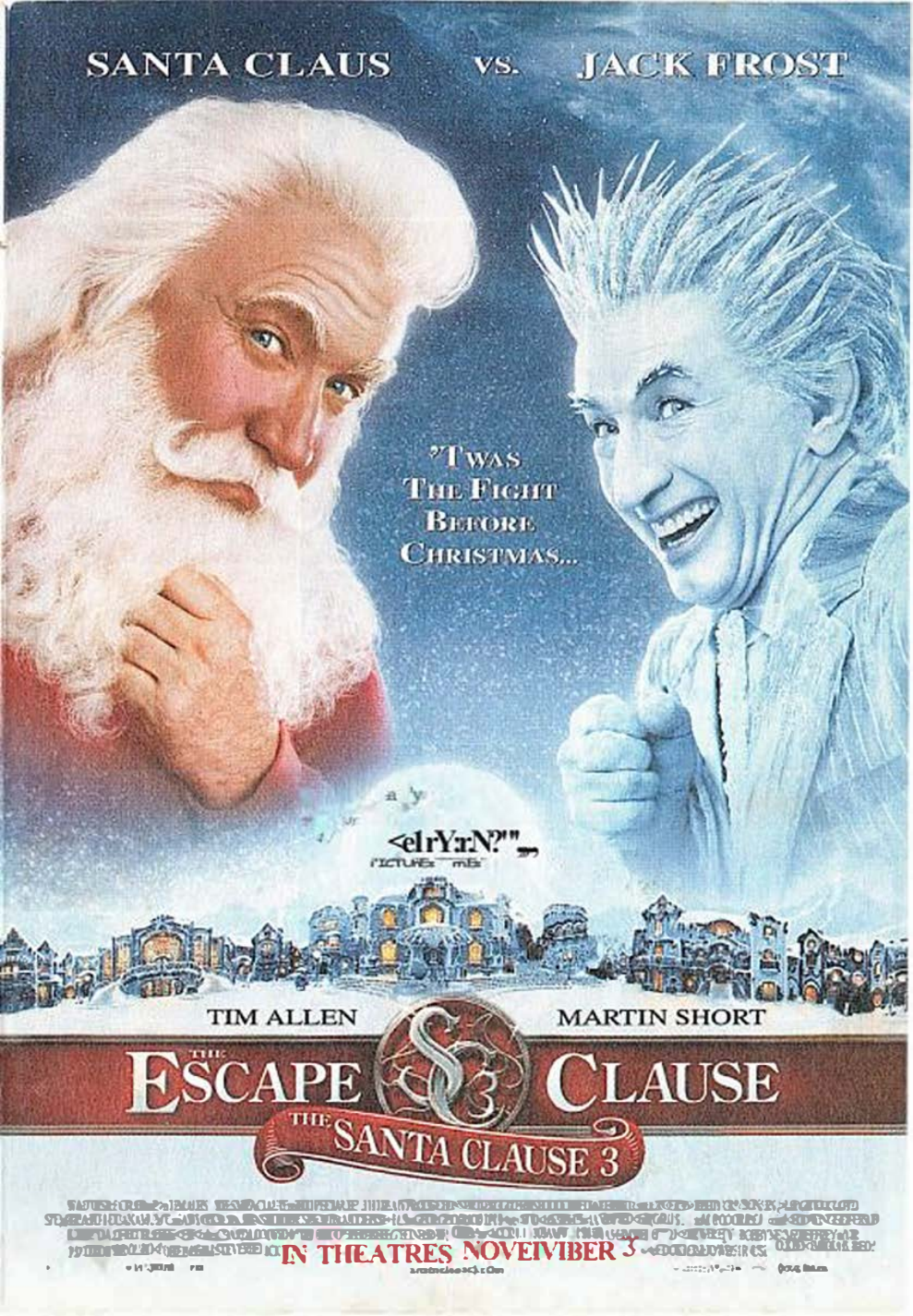
At dinner your salad tosses itself.

WHAT MUSICAL INSTRUMENT DO FISHERMEN PLAY?

Cast-a-net!

GOT A GOOD JOKE? Mail your letters, along with the release form on **page 65**, to the address listed on the form, or e-mail your letters to **DisneyAdventures@disney.com.**

ILLUSTRATIONS BY DEAN MACADAM


SANTA CLAUS VS. JACK FROST
'TWAS THE FIGHT BEFORE CHRISTMAS...
TIM ALLEN
MARTIN SHORT
THE ESCAPE CLAUSE
THE SANTA CLAUSE 3
IN THEATRES NOVEMBER 3

sunday	monday	tuesday	wednesday	thursday	friday	saturday
Have you been naughty or nice? Send a letter to the North Pole for Dear Santa Letter Week.	6 Wear cowboy boots with Carrie Underwood for the Country Music Awards on ABC.	In honor of Election Day, vote on what to have for dinner tonight.	Be smooth. It's Peanut Butter Lovers' Month!	2 Plain White T's rock Spokane, WA today as part of the Nintendo Fusion Tour.	3 *The Santa Clause 3: The Escape Clause* heads down the chimney into theaters this weekend.	4 *The Ant Bully* marches to DVD this month.
			8 *Cars* races to DVD this week.	Find a record you'd like to break for Guinness World Records Day.	10 The Cheetah Girls show their spots in Detroit, MI.	11 Run away with the book *The Higher Power of Lucky* by Susan Patron, out this month.

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Adult's Signature

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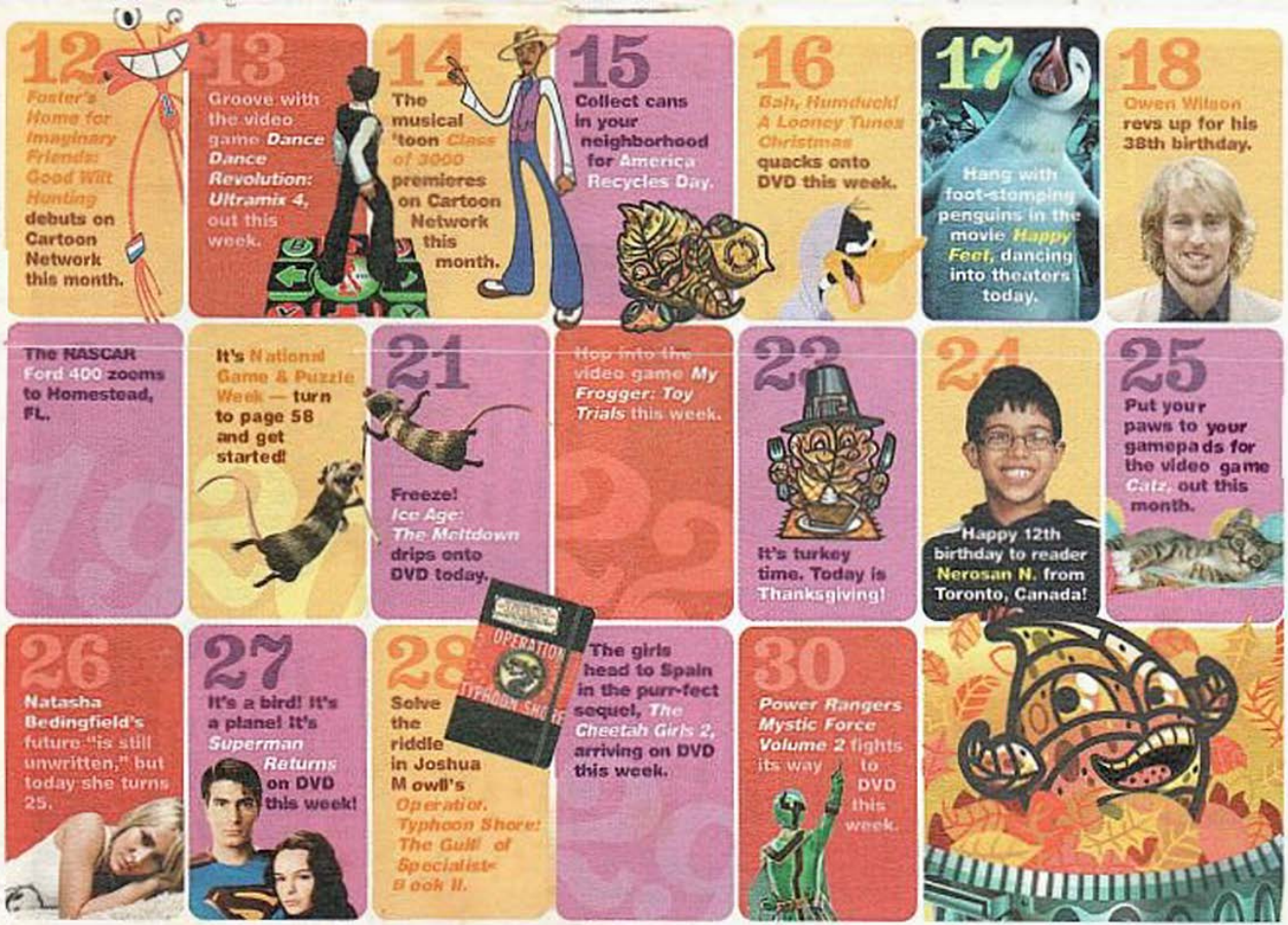

12
Foster's Home for Imaginary Friends: Good Will Hunting debuts on Cartoon Network this month.
13
Groove with the video game Dance Dance Revolution: Ultramix 4, out this week.
14
The musical 'toon Class of 3000 premieres on Cartoon Network this month.
15
Collect cans in your neighborhood for America Recycles Day.
16
Bah, Humduck! A Looney Tunes Christmas quacks onto DVD this week.
17
Hang with foot-stomping penguins in the movie Happy Feet, dancing into theaters today.
18
Owen Wilson revs up for his 38th birthday.
The NASCAR Ford 400 zooms to Homestead, FL.
It's National Game & Puzzle Week — turn to page 58 and get started!
21
Freeze! Ice Age: The Meltdown drips onto DVD today.
Hop into the video game My Frogger: Toy Trials this week.
22
It's turkey time. Today is Thanksgiving!
24
Happy 12th birthday to reader Nerosan N. from Toronto, Canada!
25
Put your paws to your gamepads for the video game Catz, out this month.
26
Natasha Bedingfield's future "is still unwritten," but today she turns 25.
27
It's a bird! It's a plane! It's Superman Returns on DVD this week!
28
Solve the riddle in Joshua Mowll's Operation: Typhoon Shore: The Guild of Specialists Book II.
OPERATION TYPHOON SHORE
The girls head to Spain in the purr-fect sequel, The Cheetah Girls 2, arriving on DVD this week.
30
Power Rangers Mystic Force Volume 2 fights its way to DVD this week.

ILLUSTRATIONS BY TIM GOLDMAN

MAILBOX

Starring ... YOU!

Your letters are a hit with us!

Check out what you had to say when we asked: Would you rather star in a hit TV show or a hit movie?

A hit TV show. On a TV show, you can do all the stunts over and over!
Jordan W., 11
Delphos, OH

A hit TV show because people see more of you, and people usually watch movies only once.
Lauren H., 13
Newbury Park, CA

A movie because instead of being on a 30-minute TV show, I could be on TV for at least an hour.
Christian B., 12
Maplewood, NJ

A hit movie because it could lead to a TV show.
Samuel V., 12
Pearl City, HI

Want Mail?

Send us a letter, and we'll send you one of three collectible cards! Keep writing to score the whole set!
(This offer is good only while supply lasts.)

We want to hear from you! Let us know what you'd like to read about — or answer this month's question: If you had to eat the same meal for dinner every night for the rest of your life, what would you choose and why? Mail your letters, along with the release form on page 65, to the address listed on the form. Or e-mail your letters to DisneyAdventures@disney.com.

ILLUSTRATION BY STEVE LAMBE

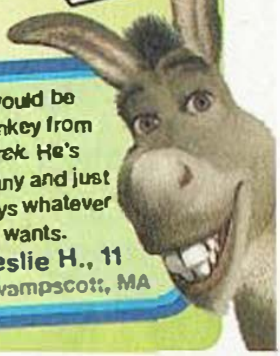
When we asked, "If you could provide the voice for a character from any animated movie, which character would you choose and why?" you got quite, well, *animated!* Take a look!

Timmy Turner of The Fairly OddParents. He gets to have a whole lot of wishes, and he has Cosmo.
Josh W., 10
Senoia, GA

It would definitely be Dash from *The Incredibles*. I would love making people laugh at his quirky jokes. Maybe I could help write them, too!
Kyle D., 13
Rutherford, NJ

I would choose Tinker Bell since she is my favorite Disney character. Besides, she needs a voice.
Molly M., 12
Owasso, OK

It would be Donkey from *Shrek*. He's funny and just says whatever he wants.
Leslie H., 11
Swampscott, MA



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(s06)

BACKSTAGE DISNEY

Miley's Music

BY RACHEL ROBERTS

Some of the funniest moments in the studio came when Miley was recording and she could see her mom in the other room singing along.

Even though Miley Stewart keeps a secret life as superstar Hannah Montana, the real Miley Cyrus reveals everything about recording her new *Hannah Montana* CD! Here's the scoop about her time in the studio.

Miley's favorite part of being in the studio was learning new songs.

Besides Miley, The Click Five, B5 and Jesse McCartney appear on the CD. Miley loves the song "She's No You" by J-Mac. "I'm so glad it's on the soundtrack," she says.

Miley's favorite studio snacks? Caramel frappuccinos, Chex Mix, and spinach artichoke dip.

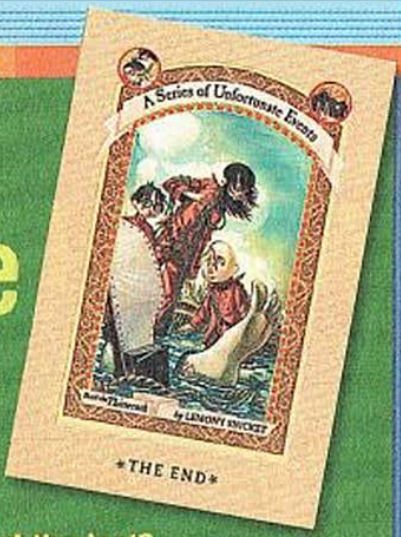
Miley's top soundtrack songs:
"I Got Nerve" — "It has a rock vibe."
"Best of Both Worlds" — "Because it will be great to perform on tour."
"I Learned From You" — "I love the song and it was fun to sing with my dad."

The *Hannah Montana* soundtrack and the first season DVD of the TV show hit stores on October 24.

ILLUSTRATION BY CHRISTOPHER JENNINGS

BOOKS

A Series of Unfortunate Questions



We chat with Lemony Snicket . . . for perhaps the very last time.

BY JENNIFER EASTWOOD

Lemony Snicket

Fittingly titled, *The End* marks the thirteenth and final book in *A Series of Unfortunate Events*. It starts with the Baudelaire orphans lost at sea with Count Olaf. They're about to land on an island with odd inhabitants who are more than meets the eye. Tragically, this may be our final chat with series author and Baudelaire expert Lemony Snicket.

Now that the series is over, can you let us know in what year it takes place?
The Year of the Dog.

What's the first piece of evidence you found while researching the Baudelaires?
A newspaper article, which I found in a newspaper, around midmorning.

And the last?
A rumor, which I found whispered in my ear, just before dusk.

What about the strangest?
A hat with two large, round ears, which I found in an amusement park.

What's the coolest of all of Violet Baudelaire's many inventions?
I have not measured the temperature of any of her inventions, though I was always intrigued by her method of breaking out of jail in the Village of Fowl Devotees.

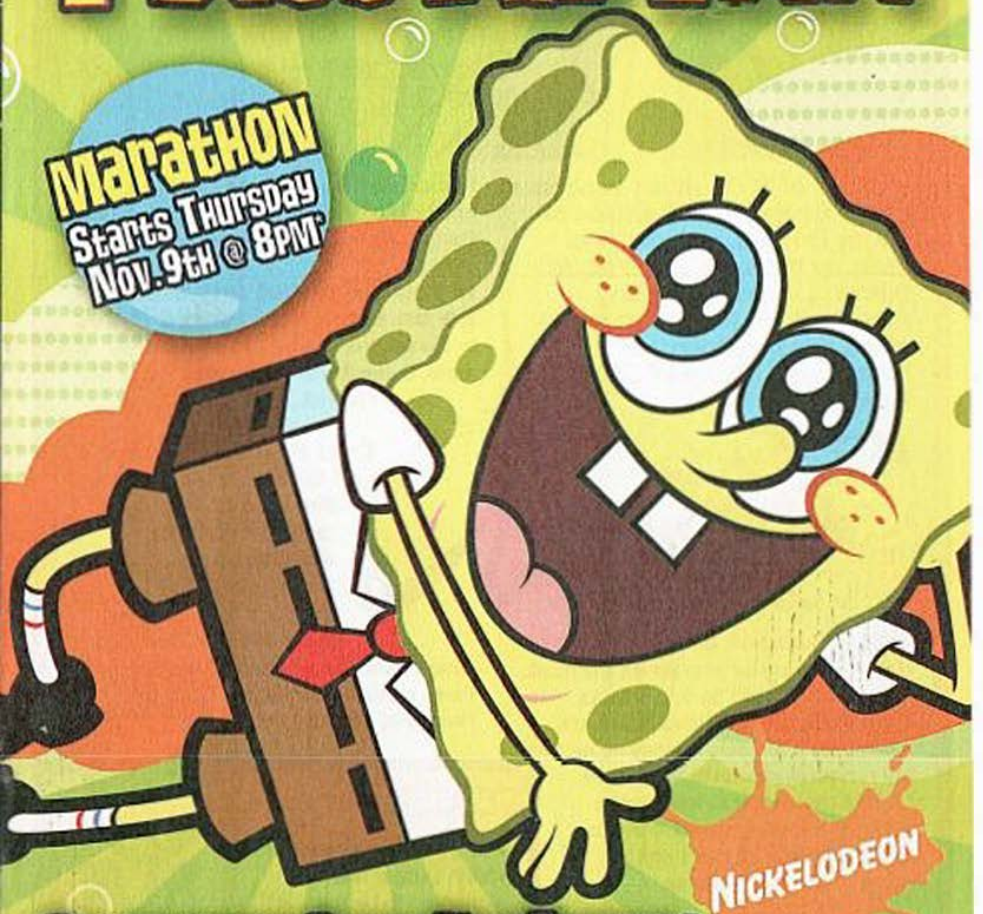
Who are the three most dangerous villains in the series?
Olaf, Olaf and Olaf.

What are your parting words to readers sad to see this series end?
"There, there."

A Series of Unfortunate Events: The End is now, regrettably, in stores.

24 HOURS OF SPONGEBOB

1 Best Day Ever!



NICKELODEON

ENDING WITH A BRAND NEW EPISODE!

Friday, Nov. 10th @ 8PM / 7C*

*Check listings for showtimes in your area.

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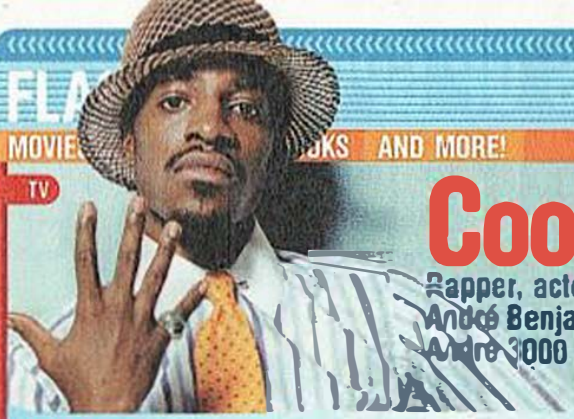
TV



Cool School

Rapper, actor and now cartoon star André Benjamin — a.k.a. OutKast's Andre 3000 — is a *Class* act!

BY STEPHEN TIMBLIN

In *Class of 3000*, music superstar André Benjamin is the voice of Sunny Bridges, a singer who gives up the spotlight to begin teaching a group of young musicians. To find out more about this new toon, we rapped with Mr. André 3000 himself!

Tell us about Sunny Bridges.

He's this superstar who leaves the music business and goes back to Atlanta. There's a school for gifted kids that's looking for a teacher. So they figure it's the perfect opportunity to get their favorite music star to teach them. Sunny is a lot like myself. If music didn't work out for me, I was going to be an art teacher.

Who came up with the name Sunny Bridges?

Are you familiar with the great saxophone player Sonny Rollins? Rumor has it he moved to San Francisco, and he'd only play under the Golden Gate Bridge, alone. And so the name.

If you could get any star to be on the show, who'd it be?

In the second season, you'll see guest stars. Gwen Stefani might stop by, or Big Boi or Pharrell.

Tom Kenny, the voice of SpongeBob, is on the show. Are you a secret fan?

What? I love SpongeBob. These voice actors are amazing. The first time I read with them, I was blown away. These are grown men making these cartoon sounds. I was like, "This is cool!"

Class of 3000 premieres on Cartoon Network this November; check local listings.

FLASH FACT

No joke! Hollywood hero Heath Ledger has signed on to be the Joker in the sequel to *Batman Begins*. But be patient, Bat-fans: The movie, currently called *The Dark Knight*, isn't due out until 2008.

ILLUSTRATION BY STEVE LAMBE

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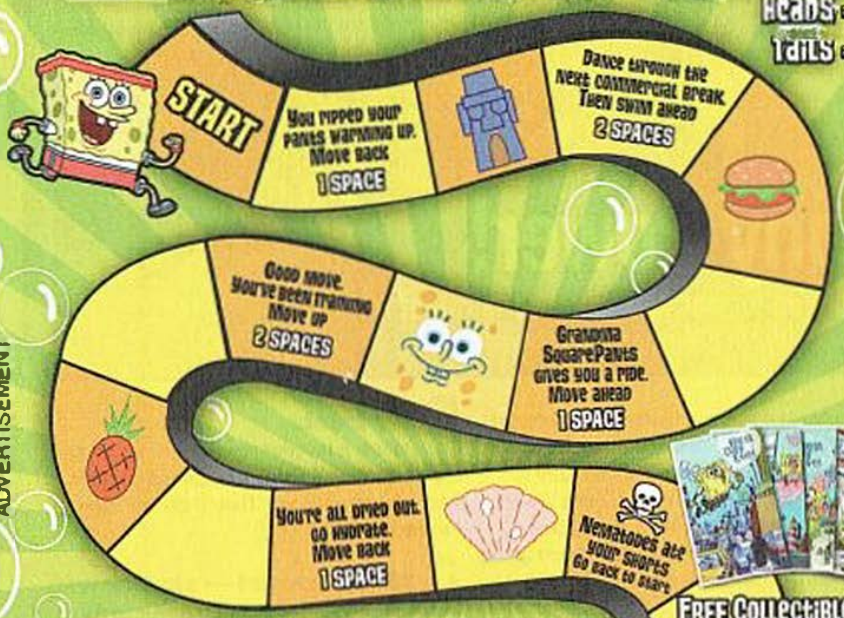
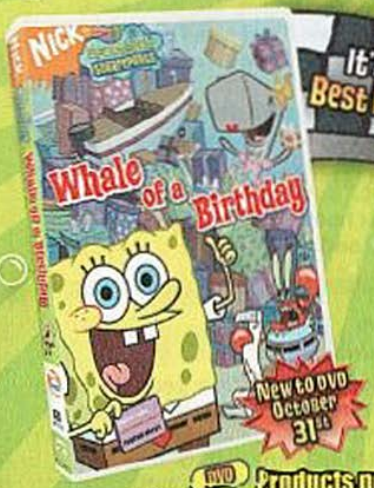
Race Your Way to the Best Day Ever!

Use coins as game pieces. Then flip a coin to move:

Heads = 1
Tails = 2


START
You ripped your pants warming up. Move back 1 SPACE
Dance through the next commercial break. Then swim ahead 2 SPACES
Good move. You've been training. Move up 2 SPACES
Grandma SquarePants gives you a ride. Move ahead 1 SPACE
You're all dried out. Go hydrate. Move back 1 SPACE
Nematodes ate your shorts. Go back to start
It's your Best Day Ever!
You blew a shoe. Go back 3 SPACES

FREE Collectible Card
With SpongeBob Download
in each of these products
You can collect all 5!



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VIDEO GAME

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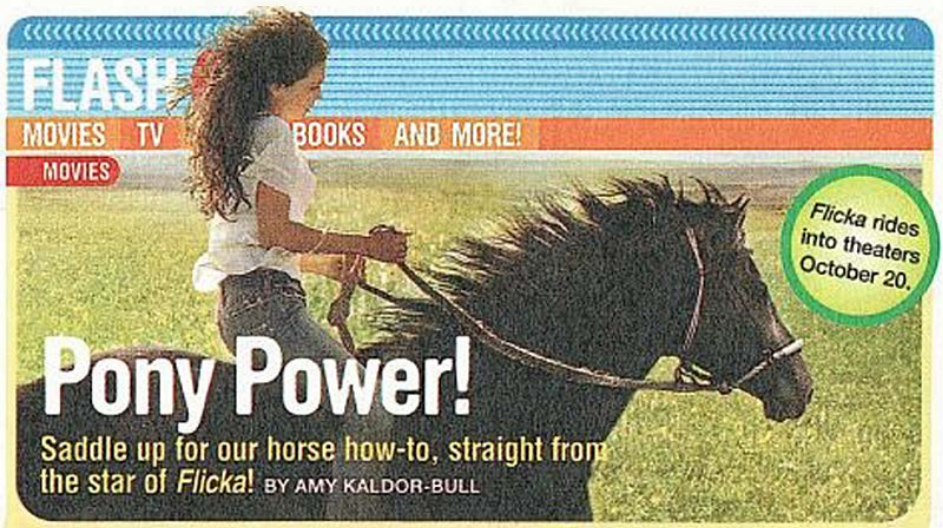
MOVIES



Flicka rides into theaters October 20.

Pony Power!

Saddle up for our horse how-to, straight from the star of *Flicka*!

BY AMY KALDOR-BULL

Grab your hat and get ready to ride off into the sunset — or at least the closest theater. In *Flicka*, Alison Lohman stars as Katy, a young girl from Wyoming who finds a wild mustang and tries to train it to become a riding horse. We asked Alison to pony up some of the tips she learned during filming.

Be confident

Horses can detect if a person's fearful about approaching them. If you're truly confident, a horse will be more willing to work with you.

Horses love affection

Alison and the movie's director, Michael Mayer, would spend time petting the horses when the cameras weren't rolling.

Try treats

Carrots are a favorite snack, and on the set the horses would also eat special cookies. According to Alison, "They'd do anything for the cookies!"

Whoa, cowgirl — slow down!

Don't force your horse to do anything it's not comfortable doing, and don't force yourself, either. It's all about baby steps when getting to know your horse.

Watch your step

Keep an eye out for horse droppings. "I was pretty aware of wherever I was stepping," says Alison. She managed to keep her boots clean throughout the entire shoot!

BOOKS: WHAT WE'RE READING NOW

Escape from Castle Cant by K.P. Bath

When the Chewing Gum Rebellion strikes Barony of Cant, young baroness Pauline, along with Lucy, her former servant and true heir of Cant, escape from their castle home. But when a reward is offered for Lucy's capture for "kidnapping" Pauline, the girls' adventure grows more risky. They must evade bounty hunters and a villainous gum peddler while traveling through the scary bog lands. —AMY KALDOR-BULL

Psychic Hide-N-Seek

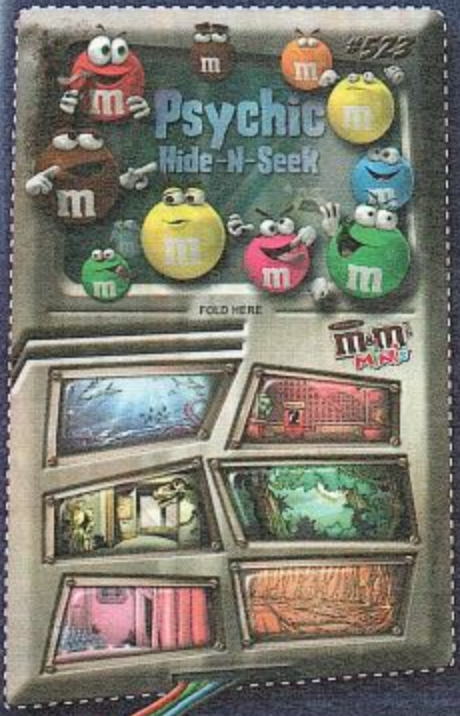
GAME LAB #523

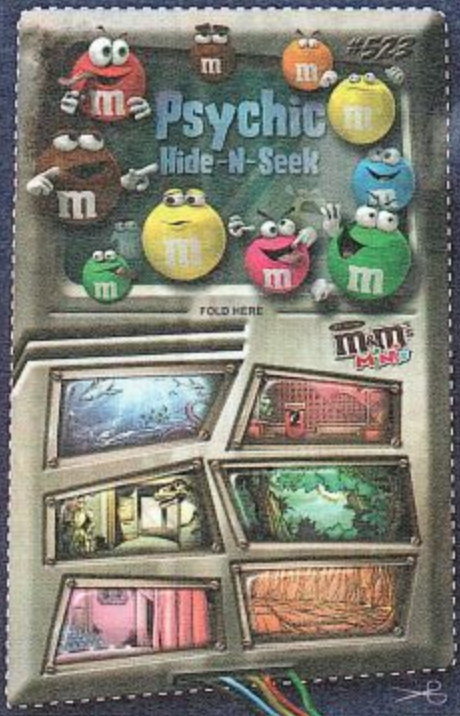
INSTRUCTIONS

1. Cut out game on dotted line.
2. Fold on the solid line.
3. Grab a friend and face off.
4. Both players place 1 M&M'S® MINIS® candy of each color (6 total) into a hiding spot on their Psychic Hide-N-Seek.

HOW TO PLAY

1. Laugh fiendishly.
2. Use your psychic powers to guess the location of your opponent's MINIS®. (For example: "Bryan, is your red MINIS® candy in the green jungle?")
3. Guess correctly and you GET the MINIS®.
4. Oh yeah, take turns.
5. Win by discovering all your opponent's MINIS® first.





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10 THINGS YOU DIDN'T KNOW ABOUT CARS

Those clever tricksters at Pixar are famous for including hidden gags in their movies. Here are some bits to be sure and catch on the DVD when it comes out this month!

BY DEBORAH BARNES

1 The train that Lightning McQueen outruns is number A113. That's the number of the animation room at California Institute of the Arts, where many Pixar animators went to school. "A113" is also the number on Mater's license plate.

2 The flowers that Red waters are drawn like taillights from 1950s cars.

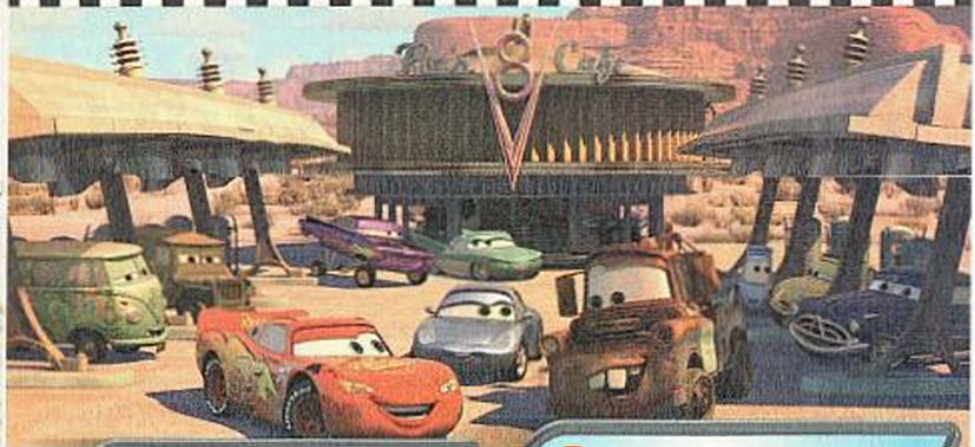
3 The Pizza Planet truck from *Toy Story* is in the background as Bob Cutlass and Darrell Cartrip discuss how big the race is at the end of the movie.

4 The sponsor of the Piston Cup, Dinoco, is also the gas station Andy's mom stopped at in *Toy Story*.

5 When Lightning crashes into the cactus, look for a tiny car-shaped cactus in the corner.

6 In the scene where Lightning and Doc Hudson race, clouds resemble tire tracks.

7 One of the cities shown to be closed for race day is Emeryville, California, where Pixar is based.



8 The *Cars* DVD has lots of extras. There's a deleted scene called "Motorama Girls" that has the citizens of Radiator Springs whooping it up at Flo's V-8 Café.

9 Radiator Springs is a small town and without any customers to paint, Ramone is constantly working on himself. He is a different color almost every time you see him in the film.

10 Keep an eye on Radiator Springs' surroundings for *lots* of camouflaged car stuff. The hills around the town, when seen from above, look like the fenders, hoods and ornaments of classic cars.

TOP SECRET!

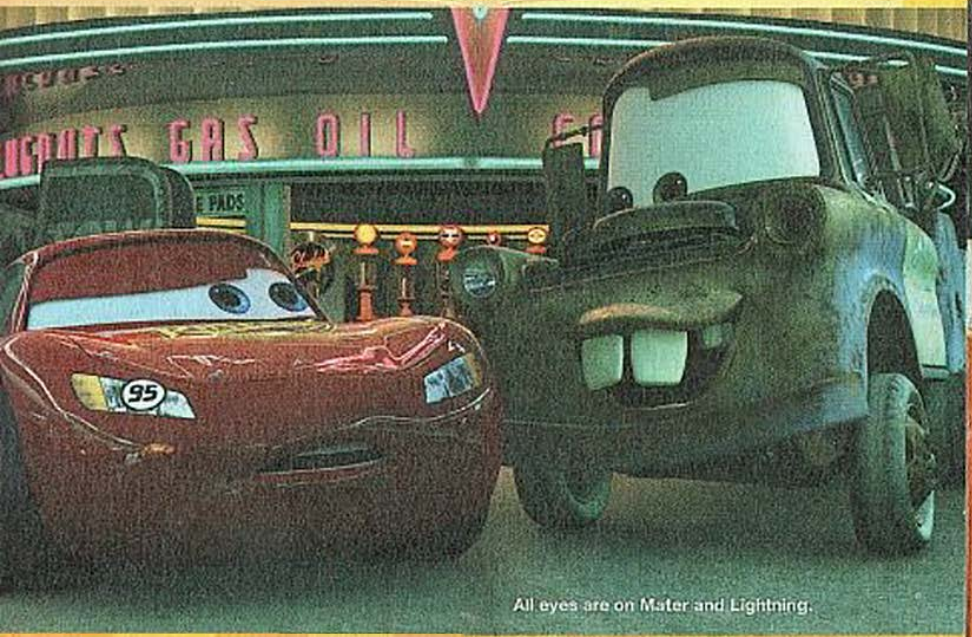
Try to find the cool Easter egg on the DVD. Hint: It's animated, and it involves Lightning and Mater.

MATER'S SPOOKY ADVENTURE

One of the cool extras on the *Cars* DVD is a short film called *Mater and the Ghostlight.* When the *Cars* creators did research for the movie, they heard about a famous legend — travelers on lonely stretches of Route 66 sometimes saw a ghostly light late at night. So the filmmakers added two references to the ghostlight in *Cars.* During the tractor-tipping scene, Mater tells Lightning that later he'll show him the ghostlight; and when the media buzzes around and a helicopter shines a spotlight, Mater says, "It's the ghostlight!"

Once the movie was finished, the creators thought it would be fun for Mater to take on the ghostlight. So they made a short film that takes place after the movie — when Lightning lives in Radiator Springs.

At nearly eight minutes, *Mater and the Ghostlight* is the longest short that Pixar has ever done!



All eyes are on Mater and Lightning.

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Big-Screen SCENE!

What do you get when you mix a workshop full of elves, a sewer full of rats and an eye-popping pumpkin king? Three hot holiday flicks!

BY AMY KALDOR-BULL AND STEPHEN TIMBLIN

Holiday Helpers

Tim Allen stars as jolly Saint Nick in *The Santa Clause 3: The Escape Clause*. The big guy's busy as ever, juggling not only his naughty-and-nice lists but also an upcoming baby and visiting relatives. Luckily, Santa's got his elves — played by a huge crew of kids — to help out. Here are five reasons why we're so elated over Santa's elves!

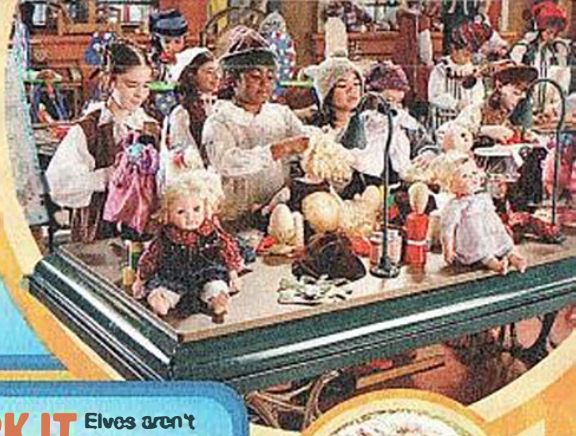
1 ROLL CALL There are around two dozen different types of elves in the movie, ranging from Baker Elves to Yoga Elves!

Santa's got his hands full: For one thing, mischievous Jack Frost plans on stealing Christmas, hoping to rename it "Frostmas."

The Santa Clause 3: The Escape Clause opens November 3.

2 TOY TIME

No plastic toys were used in the North Pole Workshop. The art department ended up filling the elves' work space with thousands of presents, including 56 dolls, 76 tin robots, 369 toy cars and 714 stuffed animals!



3 WORK IT

Elves aren't the only hard workers out there. To dress the elves, the movie's prop department had to make 315 elf hats and a whopping 632 pairs of elf shoes!

4 EAR IT IS

To make sure all the kid actors looked like elves, 462 pairs of elf ears were made. It took 15 minutes to apply each pair of plastic ears.

5 ELFLAND

The largest number of elves on set at one time was 260! In fact, there were so many elf kids working on the movie that a warehouse nearby was set aside just for them. Nicknamed "Elfland," it's where the kids got to hang out, eat and take their school classes. They also got into costume here at one of 40 hair and makeup stations.

SNOW WHAT?

To complete Elfsburg Village, the special effects crew used...

- **17** Tons of white limestone sand for the bottom layer
- **110** Pounds of mica glitter to give the snow sparkle
- **2,100** Cubic feet of blown fake snow
- **3,000** Pounds of Epsom salts for texture
- **4,000** Square feet of white cotton blankets
- **16,800** Feet of poly blanket for rooftops, ledges and more

More movies on page 32

Jake DJs Cut

Hey there - Fall is here and while the leaves are dropping, the hits are coming and the stars are rising! Make sure you check out my CD picks of the month - there are some hot new releases you can't miss!

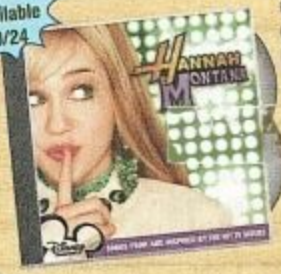
Have your cake & eat it, too

Radio Disney, our favorite stop on the dial, is turning 10 years old and they're celebrating by releasing this amazing CD + Bonus Concert DVD. This jammin' package has the top party jams from Radio Disney PLUS 10 performance videos from the Radio Disney Totally 10 Birthday Concert. Not to be a name dropper, but it includes Jesse McCartney, Aly & AJ, Miley Cyrus as Hannah Montana, The Cheetah Girls, Bowling for Soup and more.

CD + DVD not enough? Then experience the biggest concert in Radio Disney history with the full-length concert DVD featuring 18 live performances from the Radio Disney Totally 10 Birthday Celebration filmed at the Arrowhead Pond in Anaheim, California!

Both Available 10/24

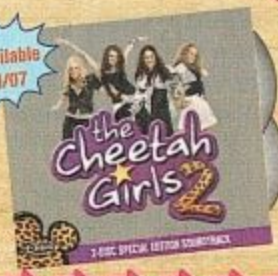
Finally you can own Hannah's music



You've got to check out this cool Soundtrack from the hit Disney Channel TV show, *Hannah Montana*. It features your favorite tracks like "Best of Both Worlds," "Who Said," "Pumpin' Up the Party," "I Got Nerve" and more. PLUS a BONUS DVD packed with 5 music videos. It's your way to get the best of Hannah Montana's world.

Rock out with Hannah Montana episodes on the new Livin' The Rock Star Life DVD! Featuring a never-before-seen episode, exclusive interview with Miley Cyrus, Miley's audition tapes, and more!

Available 11/07



Cheetah-licious #2

Take it from your boy DJ, The Cheetah Girls define the phrase GIRRRL Power! This 2-Disc Special Edition CD will be a sure fire hit with all you cats. It features 2 new songs PLUS, you'll be living large with all the extras including a foldout poster, FREE ringtone* and a DVD with over 30 minutes of concert video featuring behind-the-scenes footage!

*while supplies last

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These CDs are filled with music to keep you movin'! So crank up the volume and match the artist and the songs they sing with the CDs they are featured on.

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c. Let's Groove

d. Real Wild Child

e. Find Yourself in You

f. She's No You

g. Shining Star

h. Right Where You Want Me

i. Strut

I.

II.

III.

Answer Key: 1) d 2) h 3) a 4) e 5) i

- later, D*mix'n DOWNTOWN DENNY'S

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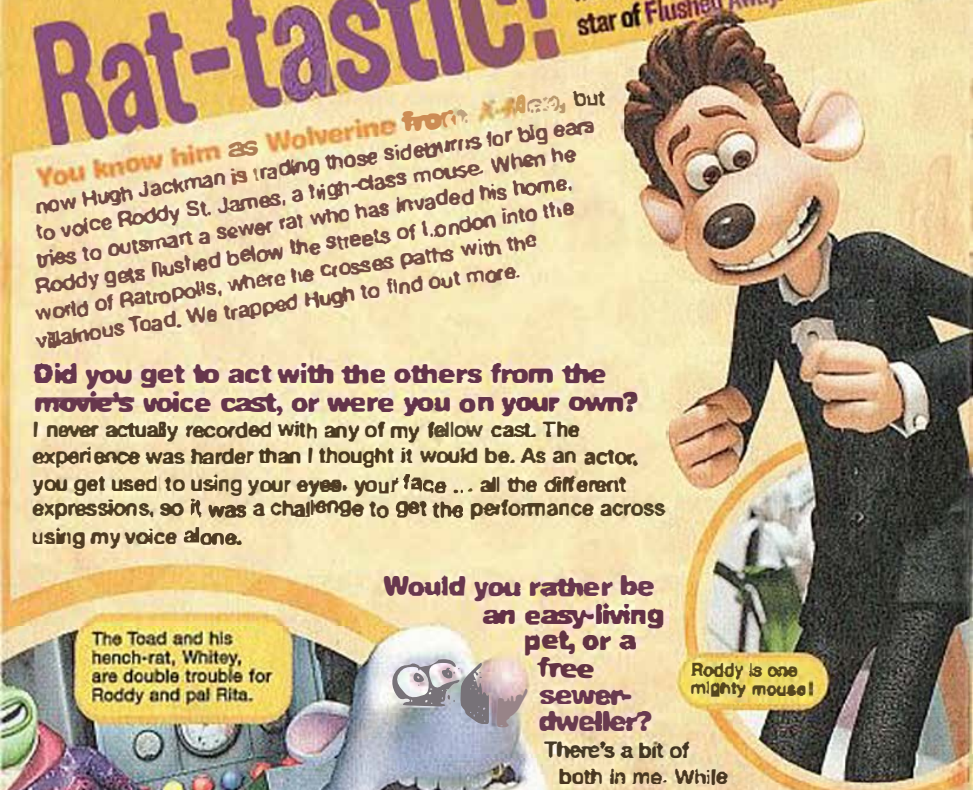
Rat-tastic!

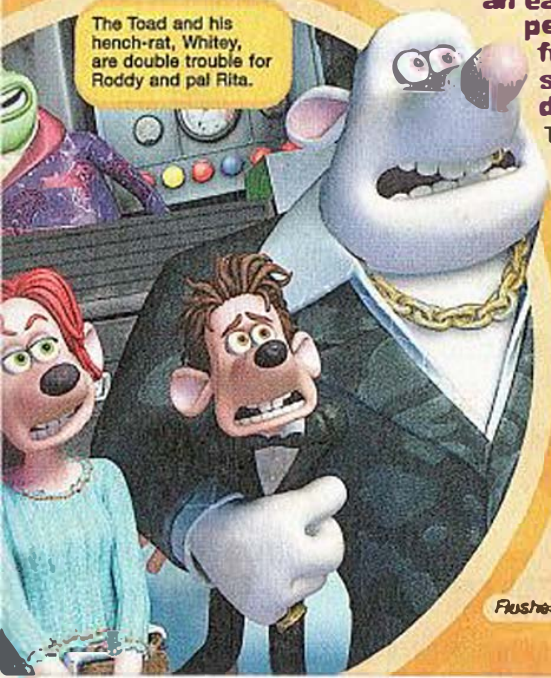
We mouse around with Hugh Jackman, star of *Flushed Away*.

You know him as Wolverine from *X-Men*, but now Hugh Jackman is trading those sideburns for big ears to voice Roddy St. James, a high-class mouse. When he tries to outsmart a sewer rat who has invaded his home, Roddy gets flushed below the streets of London into the world of Ratropolis, where he crosses paths with the villainous Toad. We trapped Hugh to find out more.



Did you get to act with the others from the movie's voice cast, or were you on your own?
I never actually recorded with any of my fellow cast. The experience was harder than I thought it would be. As an actor, you get used to using your eyes, your face ... all the different expressions, so it was a challenge to get the performance across using my voice alone.

Would you rather be an easy-living pet, or a free sewer-dweller?
There's a bit of both in me. While I love being pampered every once in a while, I also love a bit of adventure!



If you weren't playing Roddy, what other character from this movie would you have liked to voice? I think it would be fun to play the Toad, with all his theatrics. He is so dramatic at times — on purpose — and of course it's always fun to play the villain.

Flushed Away squeaks into theaters November 3.

Is it humbling to go from playing Wolverine, a tough superhero, to playing a mouse?
Well, when you look at it that way, of course! But even though Roddy comes off very polished, there's a side to him that loves the adventure!

If you could be flushed away to any place in the world, where would you choose?
Australia — it will always be my home. I have to travel so often for work that the best feeling in the world is to be home with the family.

Tricks and Treats!

This Nightmare looks like a dream in full 3-D!

Tim Burton's The Nightmare Before Christmas wowed crowds when its star, Jack Skellington, burst onto the big screen in 1993. But things are about to get even more eye-popping. This time, Jack's gonna burst out of the screen in full 3-D! To find out more about this far-out flick turning 3-D, we chatted with director Henry Selick.

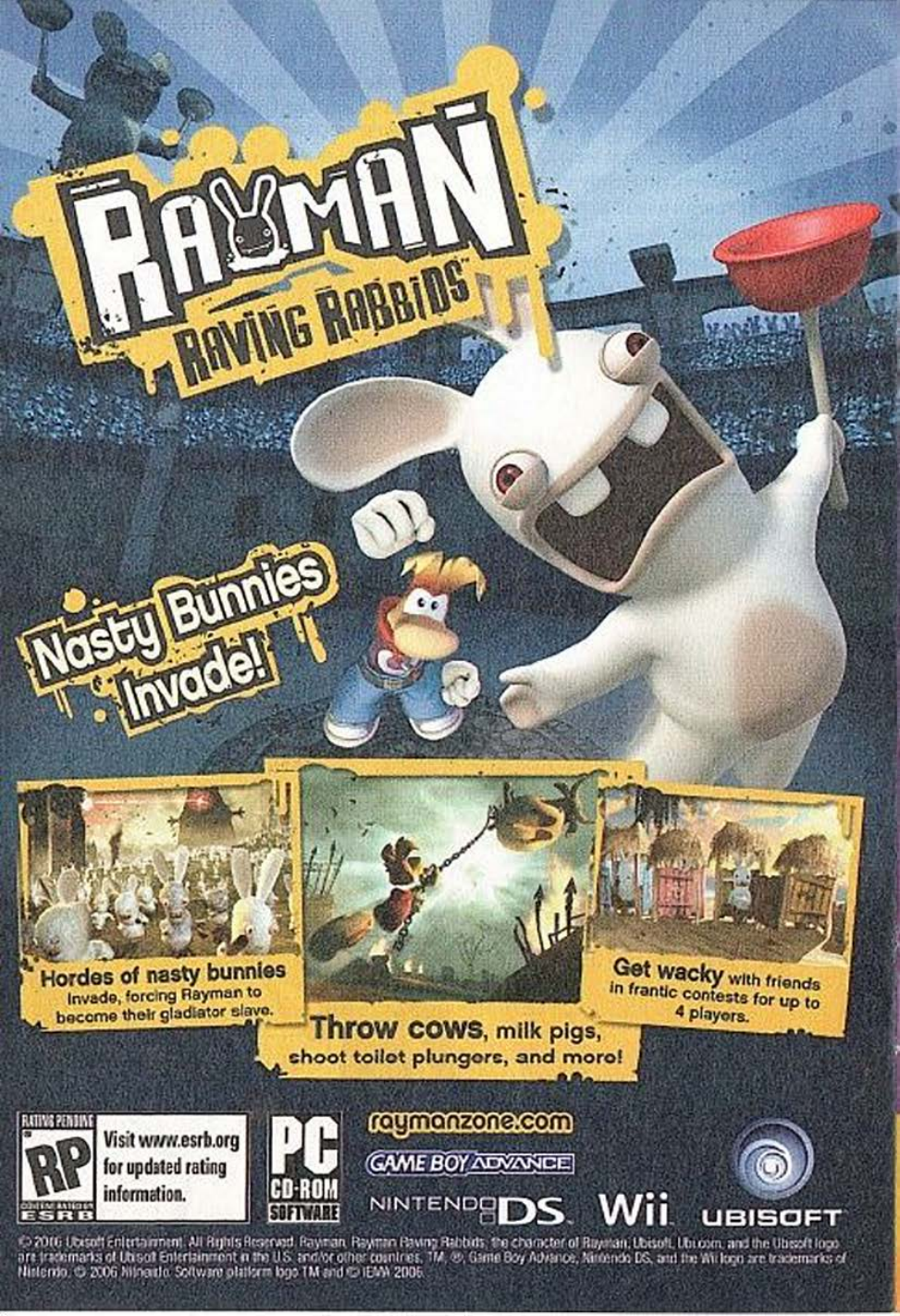
Is there a scene that you're most excited about seeing in 3-D? The whole movie will look great in 3-D, and I think that the opening song, "This Is Halloween," will look really spectacular. The "Poor Jack" song, too. Jack has landed in the arms of a graveyard angel and as the camera slowly circles him, Jack realizes that he is not at all a failure, and there is still time for him to save Christmas.

If you could hang out with one character in the film, who would you choose? Jack Skellington, of course, because he seems to move just like I do.

Which of the two holidays — Halloween or Christmas — is your favorite? I think Halloween's the best of all holidays: What could be better than seeing kids dressed up as monsters or witches or animals?

What are your picks for best holiday movies? When we're through watching *It's a Wonderful Life* and *A Christmas Story*, the original *King Kong* often finds its way into the DVD player.

Tim Burton's The Nightmare Before Christmas dances into select theaters in 3-D on October 20.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TECHNOMANIA TIMES!
Your Go-to Gaming Guide!
NOVEMBER 2006
Get'cha Head in These Games!
Sneak Peek 10 Best New Games
Handheld Heroes
BY STEPHEN TIMBLIN
BONUS: TRICKY GAMING PUZZLE! PLUS: LEVEL UP COMIC!

Hey, Man — it's Rayman!

Rayman raps about his wacky new adventure, Rayman Raving Rabbids! (Wii, PS2, Xbox 360)

Hey, Ray, where've you been? I was actually all cozy at home with a few friends when these out-of-control bunnies invaded. They captured my friends and me, and ... we've been forced to entertain them in all kinds of quirky contests!

Bunnies! Have you lost your gaming-hero powers? No, but they lock me in a cell every night after the different contests so I can't use my powers all of the time. I've devised a plan to escape, but I can't tell you anything just yet — they're always listening!

But seriously ... bunnies? These bunnies are nasty, but they're also completely stupid!

Tell us about your new powers. I have kung fu fists of fury for when I'm outnumbered, and my skydiving skills come in very handy. These, plus my ability to use a toilet plunger in new and ... um ... interesting ways!

Is there something about bunnies that we don't know? Bunnies never close doors (even when they go to the bathroom ... for shame), so make sure you do!

FIRST LOOK Pirates of the Caribbean Online (PC)

Due out in 2007, this massively multiplayer online game lets you sail the seas as a pirate alongside thousands of other players. Check out this exclusive First Look!

Aye, ye shall need solid sea legs to swab the decks free of these nasty scalawags. Translation: Get ready for epic sea battles!

You'll start by creating your own original pirate. The toughest part? Choosing a name as cool as Jack Sparrow!

Play long enough and you'll work your way to a super ship like this one!

Technomania's TOP 10 CONSOLE GAMES!
Plus the TOP 5 HOTTEST HANDHELD GAMES!

Hands (and controllers) down, November's a wonderful time for gamers. It's when button-mashing maniacs begin whittling down wish lists to only the coolest games. To help out, we've narrowed down our picks for the best new console games based on game-play, originality, and how excited we are to play them. We've included five awesome handheld games. What are you waiting for? Get'cha head into these games!

10 Bionicle Heroes (GC, PS2)

To defeat the villainous Piraka, you'll guide each Toa hero through the island of Voya Nui's dense jungles and over deadly volcanoes across 25 action-packed levels.

THE SCOOP: The development team had to ship more than 10,000 Bionicle pieces from Denmark to help design the game, and some of the older Bionicle toys had to be tracked down and purchased on eBay!

9 Kim Possible: What's the Switch? (PS2)

The minds of Dr. Drakken and Ron Stoppable get switched, meaning Kim Possible and her arch foe Shego must team up to save the day. With robot monkey ninjas and bully henchmen on the loose, it's a good thing Kim and Shego have nearly 20 different attacks between them.

THE SCOOP: If things sound familiar while playing, that's because Christy Carlson Romano (Kim Possible) and Nicole Sullivan (Shego) voice the lead characters, just like on the TV show.

CONTINUED ON PAGE 40

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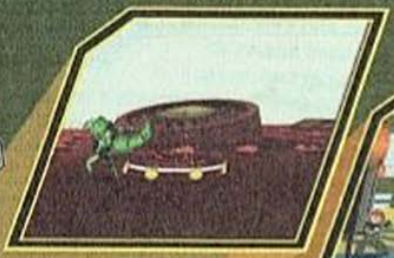
Disney's

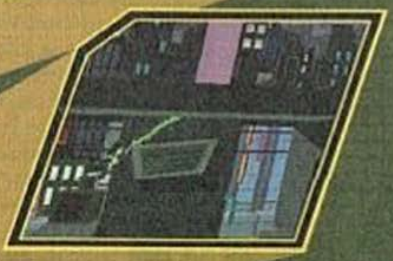
KIM POSSIBLE

WHAT'S THE SWITCH?

Kim Possible and her nemesis *Shego* will need to team up in this exciting new game exclusively for PlayStation® 2 computer entertainment system.

The minds of *Dr. Drakken* and *Ron Stoppable* have been switched and now it's up to Kim and Shego to bring things back to normal and save the day – together.





The 4-1-1

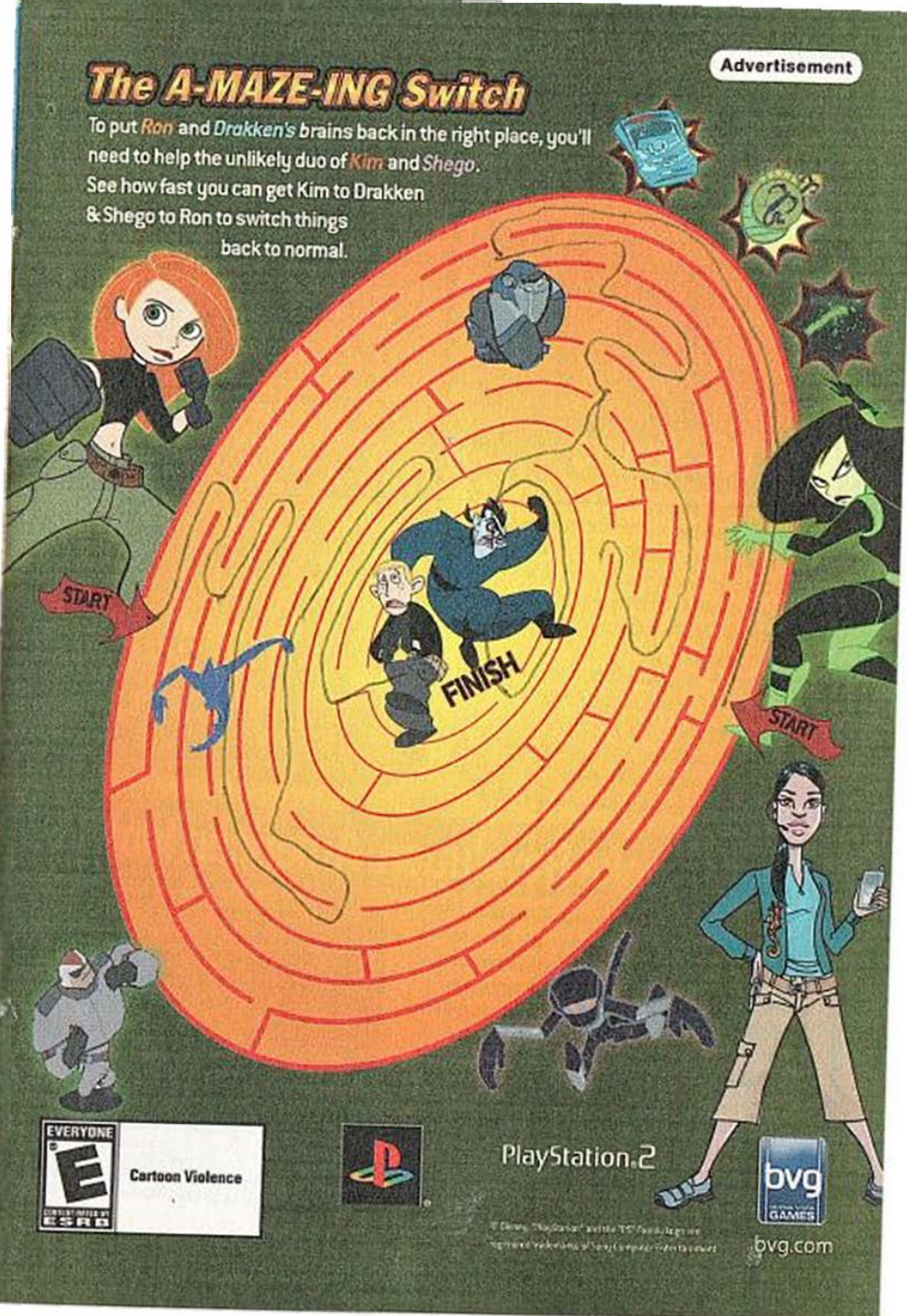
from the Fab Four

- Play as Kim, Shego and Rufus!
- Smash through obstacles, swing from flagpoles and "grapple" across chasms.
- New gadgets, powers and Shadow Training!
- Unlock loads of hidden costumes!
- Team up with friends in Tag Team Multiplayer!

Advertisement

The A-MAZE-ING Switch

To put *Ron* and *Drakken's* brains back in the right place, you'll need to help the unlikely duo of *Kim* and *Shego*. See how fast you can get Kim to Drakken & Shego to Ron to switch things back to normal.



EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence

PlayStation.2

bvg
GAMES
bvg.com

8 Wii Sports (Wii)

You'll sweat more than the on-screen athletes in this interactive sports challenge. Knock home runs, serve up aces and smash long drives all by swinging the motion-sensitive Wii controller like a baseball bat, tennis racket and golf club!

THE SCOOP: The Wii never sleeps. Even when the console's turned off, it will still connect to the Internet wirelessly to update your games and possibly even download new ones!

7 Viva Piñata (Xbox 360)

This year's weirdest-game award goes to *Viva Piñata*, where you must create a garden-filled world to attract 60 different species of piñata. Keep your creatures happy by trading items online with other players.

THE SCOOP: Made by the team behind *Banjo-Kazooie* and *Grabbed By Ghoulies*, the lead designer told us players should watch out for plenty of in-game references to these games!

6 Karaoke Revolution: American Idol (PS2)

Two song sensations unite in the perfect party game. It's the same sing-along *Karaoke Revolution* game-play you're used to, but with an awesome *American Idol* twist, including virtual versions of Simon and Randy ready to judge your singing skills!

THE SCOOP: Among the 40 songs included in the game are several made famous by past American Idols, including "Breakaway" by Kelly Clarkson and "Do I Make You Proud?" by Taylor Hicks.

Make room for marine life.

Want to get up close and personal with sea life? Don't hold your breath. With the latest Expansion Pack for Zoo Tycoon® 2, add a beautiful marine park to your zoo. Train your new critters to star in spectacular shows and watch the crowds beat a path to your door. Take on 20 new marine animals, throw in new scenarios and challenges, and you'll have a waterright zoo in no time. www.zootycoon.com

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Games for Windows

Microsoft game studios

EVERYONE 10+

Language
Mild Fantasy Violence

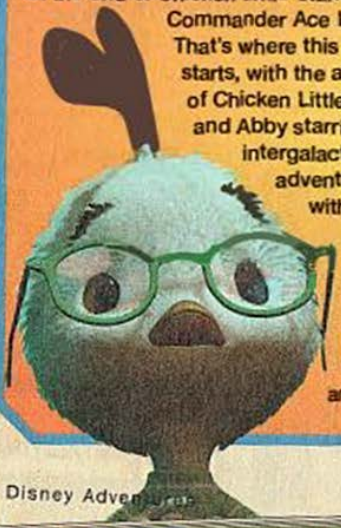
ESRB CONTENT RATING www.esrb.org

5 SpongeBob SquarePants: Creature from the Krusty Krab (GC, PS2, Wii)

The dreams and nightmares of SpongeBob, Patrick and Plankton come to life in this majorly madcap adventure. It's up to you to lead each character to safety across nine levels ranging from the deep sea to outer space to the pages of a comic book!

THE SCOOP: All the characters in the Starfishman superhero level — including Starfishman, The Dreaded Patrick, Mayor Patrick, Cheerleader Patrick, Lady Patrick and Elvis Patrick — were voiced by actor Bill Fagerbakke, voice of Patrick in the TV series.

4 Chicken Little: Ace in Action (PS2)



Remember that movie-within-the-movie at the end of *Chicken Little* starring Commander Ace Little? That's where this game starts, with the alter egos of Chicken Little, Runt and Abby starring in an intergalactic space adventure. Along with controlling Ace, you'll drive tanks as Runt and fly spaceships as Abby. Their rivals? Foxy Loxy and Goosey Loosey, of course, who plan on taking over Earth!

THE SCOOP: Commander Ace Little is voiced by Adam West, the actor who played Batman in the 1960s TV series. Ace's ship in the game is the *I.B.B. Heifer*, and the "I.B.B." stands for Intergalactic Battle Barn!

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EVERYONE
E
Cartoon Violence
Comic Mischief
ESRB CONTENT RATING www.esrb.org

GAMECUBE

NINTENDO DS.

GAME BOY ADVANCE

PlayStation.2

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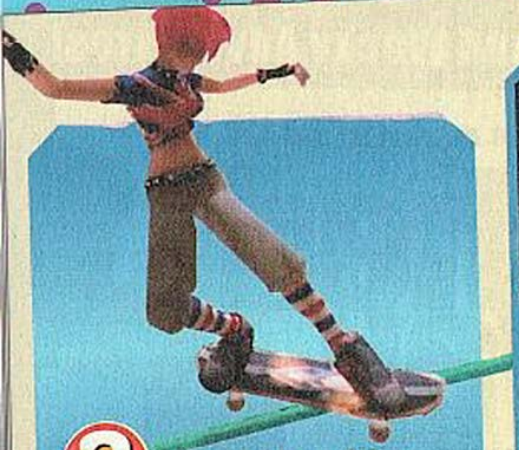


3 Tony Hawk's Downhill Jam (Wii)

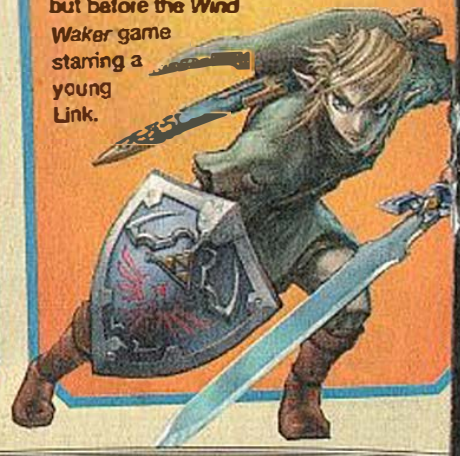
To win this swift skateboarding adventure, you'll have to wiggle the Wii controller back and forth to steer Tony and eight other original shredders on super-steep downhill tracks located around the world.

THE SCOOP: The game's developers live around San Francisco, so they had plenty of know-how when it came to designing the course in that hilly city. But to create the Edinburgh level, one lucky game designer got to fly to Scotland to check things out in person!

2 The Legend of Zelda: Twilight Princess (GC, Wii)

The land of Hyrule has been plunged into darkness, and it's up to Link to figure out why. Along with his sword and bow, Link must fish, ride horseback for long distances, and — when in the Twilight Realm — transform into a wolf, all to free his homeland from dark shadows.

THE SCOOP: The Link starring in *Twilight Princess* is an all-new Link; the story takes place many years after the action within the *Ocarina of Time* game, but before the *Wind Waker* game starring a young Link.



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PlayStation 2 GAME BOY ADVANCE

EVERYONE 10+
E
10+
Cartoon Violence
Crude Humor
ESRB

GAMECUBE

Wii

CN interactive

1 Sonic the Hedgehog

(PS3, Xbox 360)

Sonic celebrates his 15th anniversary in style with an awesome new adventure. For the first time, this super Sonic quest is set in the human world, where the blue fella meets a beautiful princess named Elyse. After she's abducted by Dr. Eggman, Sonic sets off to save her — but soon meets a mysterious new character named Silver. Will Sonic be able to beat Silver's supernatural powers? That's up to you!

THE SCOOP: Japanese pop band Dreams Come True created the original theme song for the first Sonic game, and they've rerecorded the song with an updated sound.

High-flying Silver is stoked to be part of our Number One game!

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Comic Mischief
Mild Lyrics

CONTENT RATED BY ESRB

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(s06)

Top Handheld GAMES!

Playable virtually anywhere, these games are good to go!

5 Need for Speed Carbon Own the City (PSP)

To win on these city streets, you recruit and train a crew of thrill-seeking drivers. Steer through the streets fast enough to win and your crew gains more respect and new cars that you can customize to fit your driving style.

4 Spider-Man: Battle for New York (Nintendo DS, GBA)

Experience good and evil in this original Spider-Man adventure. Along with playing as everyone's favorite web-slinger, you'll also power the Green Goblin on his dastardly quest to control New York City.

3 Pokémon Mystery Dungeon: Blue Rescue Team

(Nintendo DS) Sure, everyone's battled with Pokémon before, but for the first time you'll be a Pokémon in this game. Your goal? Team up with another Pokémon and embark on tricky rescue missions to save fellow creatures.

2 Sonic Rivals (PSP)

Winner takes all in these blazing one-on-one races between Sonic, Knuckles, Shadow and Silver, an extra-fast new character. Once you're up to speed, challenge your friends to wireless races to win more than 100 cool Sonic trading cards!

1 The Legend of Zelda: Phantom Hourglass (Nintendo DS)

In this sequel to *The Legend of Zelda: The Wind Waker*, Link awakens on a mysterious island. But forget about banging buttons if you want to lead Link back home. Instead, you'll use the stylus and DS touch screen to draw paths across stormy seas and dark dungeons!

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AND ***James and the Giant Peach***

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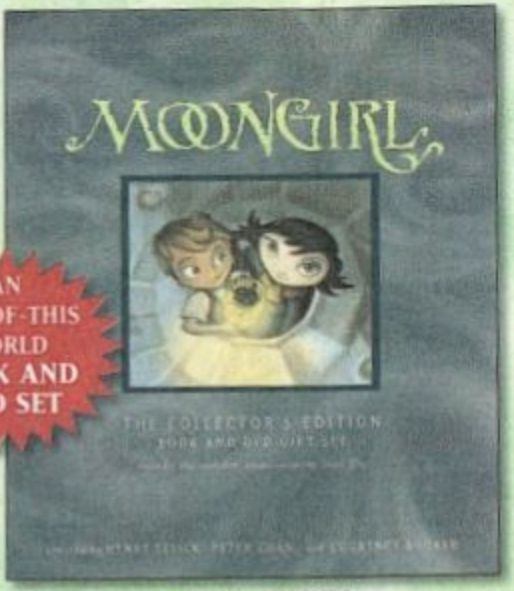

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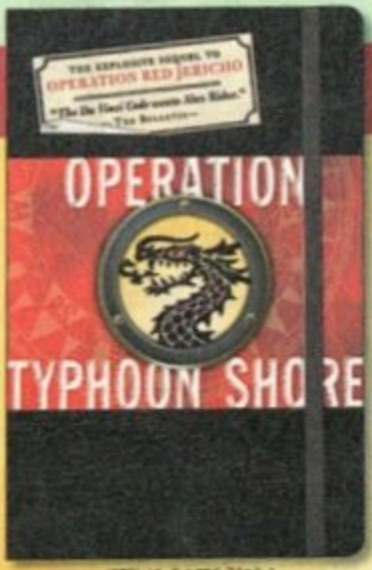
Wherever books are sold



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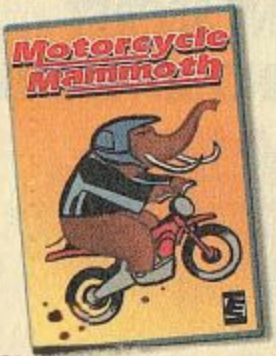
Vid-Tac-Toe

The kid who owns these nine video games has arranged them so that the three games in each row (across), each column (down) and each diagonal have something in common. Can you figure out the common element in each direction? For example, the three games in the top row are all sequels. The common element might involve the words in the game titles, the pictures on the boxes or anything else.



See answers on page 65.

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LEVEL UP

Hey! We know you like video games, but what about our video game comic? Send a letter to the address on page 65 or e-mail us at DisneyAdventures@disney.com and tell us!

BY JEREMY LAMBROS
OCHO! YOU HAVE TO LET IT GO, DUDE!
NEVER!
I JUST CAN'T! THIS OLD SYSTEM AND I HAVE TOO MANY AWESOME GAMING MEMORIES!
BUT THE NEW SYSTEM ALSO PLAYS ALL THE OLD GAMES!
REALLY?
MAYBE I CAN HOLLOW IT OUT AND MAKE A LUNCH BOX OUT OF IT.
LUNCH? LUNCH IS GOOD.

Gamer of the Month!

I love gaming because I like the action and blasting! The game I am playing now is *Lego Star Wars*, and I love unlocking the bonus characters.

Andrew W., 10
Pleasant Ridge, MI

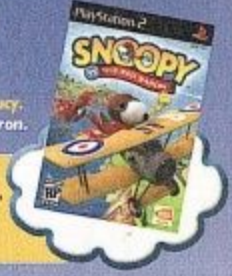
Want to be our next Gamer of the Month? Then tell us what you're playing and what you think is great about gaming! Send your photo and letter, along with the release form on page 65, to the address on the form.

ADVERTISEMENT

SNOOP
Around The World

Beagle or Baron – who rules the skies? Find out in the all-new video game, **Snoopy™ vs. The Red Baron.** In this aerial adventure, Snoopy storms (and snoops!) his way through six different worlds. He'll collect clues along the way, trying once and for all to get his paws on the Red Baron, his ultimate enemy.

- Get ready for sky-high dogfights and no-holds-barred air races. Thirsty for action? Refuel by chugging root beer, Snoopy's favorite drink.
- Collect paw coins, then use them to upgrade your craft with weapons and gadgets, like The Stinger and The Potato Gun.
- Get help from beloved Peanuts characters like Charlie Brown, Linus and Lucy.
- Fight your way through over 20 missions as you try to nab the Red Baron.



TEST YOUR SNOOPY KNOW-HOW WITH THIS HIGH-FLYING CHALLENGE

Uncover hints as you solve the clues and fill in the blanks on each line – by "dropping bombs" onto the answers below! Two boxes connected by a line means the same letter drops from one box to the connected box below it. Now get flying, ace!

1. This Peanuts character could use a bath. — G E
2. In his dreams it's a plane, but Snoopy sleeps here. — D O G H O U S E
3. _____ Brown: Snoopy's owner. — C H A R L I E
4. This character always has a blanket in tow. — T
5. Snoopy's "Bee-auty" of a weapon: The _____ — O O O O
6. Snoopy's "Red" enemy. — O O O

1. Pig Pen 2. Doghouse 3. Charlie 4. Linus 5. Stinger 6. Baron

BONUS! Now that you've solved the puzzle, go online and use the answer to question **six (6)** to unlock a special online digital prize! Don't forget to get your parents' permission!

Visit disney.go.com/features/flyingace

BANDAI NAMCO Games

SMART BOMB INTERACTIVE

Charles M. Schulz Creative Associates

PC DVD-ROM SOFTWARE

RP Visit www.esrb.org for updated rating information.

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Be an ALL-STAR!

BY DEBORAH WAY

The stars of Disney Channel's *High School Musical* say that nothing tops the awesome feeling of volunteering. Check out what Ashley Tisdale and Corbin Bleu have done to help others. Then create your own volunteer project. You could win a trip to work on a project with cast members from *High School Musical*!

ASHLEY TISDALE

Have you done any volunteering in the past year?

Yeah, definitely! I worked at the karaoke booth at the Elizabeth Glaser [Pediatric AIDS Foundation] event. That was fun because we got to have all these celebrities show up. We got to have kids come up and sing, and I'd sing with them, if they wanted me to!

What do you like most about volunteering?

It's just like a great feeling, it's not that much time out of your day, and you have a blast. I love interacting with kids. I went to this camp where kids come from all over to do drama. I went there for the day, and I got to sign autographs, and they asked me, "Would you want to do improv?" and I was like, "Yeah, I love to do improv!"

Do you have any advice for people who want to start volunteering?

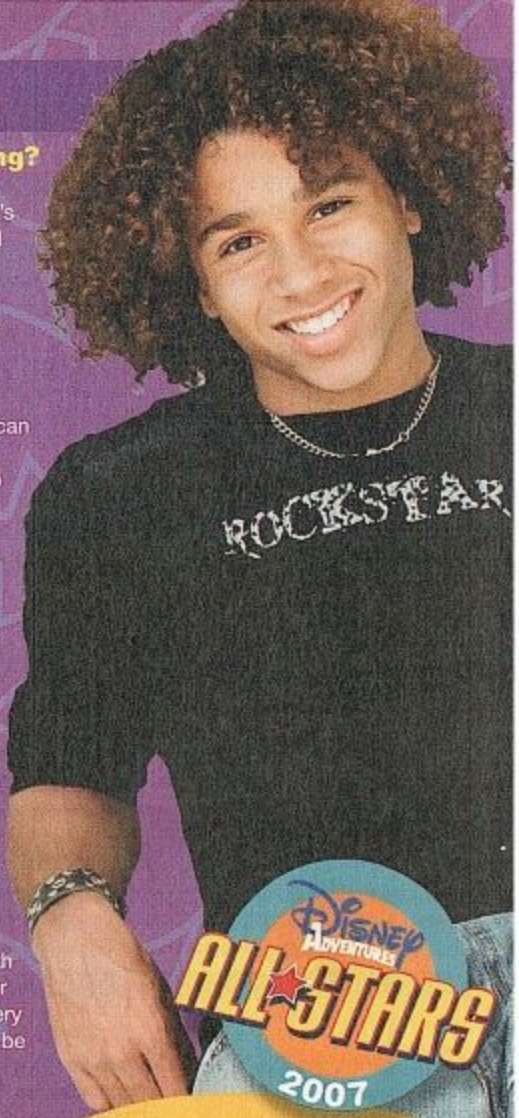
Just pick something close to your heart. Find ways you can help, and you can get your friends involved.

HERE ARE SOME PROJECT IDEAS TO GET YOU STARTED!

Help deliver food to the elderly or housebound. Look up Meals on Wheels in the phone book or visit mowaa.org to get started!

Collect books to restock a library that was destroyed by floods.

CORBIN BLEU



Have you done any volunteering?
Yes, a whole bunch actually. I'm an ambassador for Starlight Starbright Children's Foundation. We go to different hospitals and visit sick children. I've also done a lot of clean-up services ... Pretty much any time I can do community service, I do it.

What do you do for Starlight Starbright?
We put together events for kids where they can play games and hang out with their families, things that they normally wouldn't be able to do because they're in the hospital.

What's your favorite part of volunteering?
When the kids say, "Thank you so much for coming," and you see their smiling faces, and you can see that we just made their day ... Knowing that I did something to help them feel important.

Do you have advice for people who'd like to volunteer?
There are so many ways to help your community — even little things, like if you see trash on the ground, pick it up, recycle it. Pretty much anything you enjoy doing — if it's hanging out with kids, if it's working with animals, go to a facility that holds animals, or shelters kids, and just ask to volunteer. If every person did what they could to help, it would be incredible what we could accomplish.

Disney Adventures ALL-STARS 2007

Host a neighborhood dog wash to raise money for a new playground or another cause you care about! Get the word out by posting fliers around town.

Check out the volunteering ideas on these Web sites:
1-800-volunteer.org
usafreedomcorpskids.gov/kids
dosomething.org
idealist.org/kt

HERE'S HOW IT WORKS

Wanna be a star? We can't promise fame and fortune, but volunteering your time to help out in your community will make you feel like a hero. Here's a step-by-step guide to becoming a Disney Adventures All-Star!

Corbin helps out whenever he can.

1. First, pick something to do that helps others!

If you're having trouble coming up with a project, think of things you already love doing — like reading, bike-riding or building stuff — and make that a part of it. You could help teach kids to read at an after-school program, get people to sponsor you in a bike-a-thon or make things to sell at a fund-raiser.

2. Decide if you're going to do your project by yourself or with a group.

If you have a great project idea that's too big to do alone, then get help. Ask your friends to join your team, get a parent involved or talk to your teacher about enlisting classmates — or the whole school! You'll be entering the contest in one of these three All-Star categories:

A KID ALL-STAR is a single volunteer, 6 to 14 years old.

TEAM ALL-STARS are groups of 2 to 6 kids, 6 to 14 years old, or a family with at least one volunteer 6 to 14 years old.

SCHOOL ALL-STARS are members of a class or a school with volunteering students 6 to 14 years old.

3. Once you've finished your project, write about it!

Check out the form on the next page and answer the questions in your story. Show a parent or teacher what you wrote and see if they have any tips for making it better. Then mail your polished entry in **by April 1, 2007** to the address on the form!

WHAT YOU'LL GET

Anyone who works on a project and writes to us about it will get a *High School Musical* mini poster. After we get all of the entries, our judges will choose one Kid All-Star winner, one Team All-Star winner, and one School All-Star winner.

The Kid All-Star and Team All-Star winners will:

- Go to Los Angeles to work on a volunteer project with cast members from *High School Musical*.
- Get $1,000 to donate to a nonprofit organization of their choice.
- Appear in a future issue of *Disney Adventures*.

The School All-Star winner will:

- Get $5,000 for their school.
- Get $5,000 for a nonprofit organization of their choice.
- Appear in a future issue of *Disney Adventures*.

How to Enter

Disney Adventures ALL-STARS 2007

1 ANSWER THE FOLLOWING QUESTIONS:

(Use another piece of paper so you have plenty of room.)

- Why did you decide to volunteer?
- What did you do to help others?
- Was this your first time volunteering?
- How would you describe your volunteer experience?
- Would you volunteer again?

2 FILL OUT THIS ENTRY FORM:

Name (Kid/Team or School/Class Leader): _____

Age(s) on April 1, 2007: _____

Parent's Name: _____

Parent's E-mail: _____

Street Address: _____

City: _____ State: _____ Zip Code: _____

Phone: _____

Parent/Principal Signature: _____

Category (check one):

❑ Kid All-Star ❑ Team All-Star ❑ School/Class All-Star

Number of Team Members: _____

3 STAPLE THIS ENTRY FORM TO YOUR STORY.

4 MAIL YOUR STORY TO:

Disney Adventures
All-Stars Contest
c/o Points of
Light Foundation
1400 I Street NW, Suite 800
Washington, DC 20005

Check out the official rules on p. 66!

For more information, or to download an entry form, go to DISNEY.GO.COM/ALLSTARS.

All entries must be received by APRIL 1, 2007!

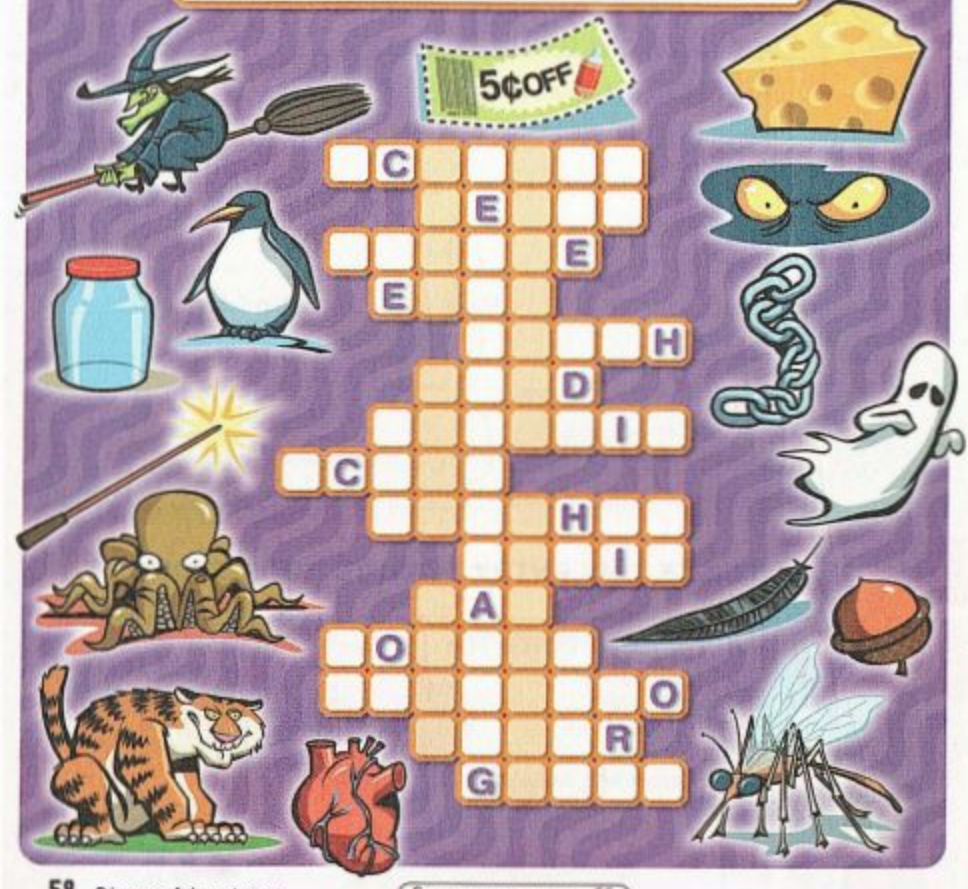
THE PUZZLE PAGES

Inn Good Spirits

TOUGHER

Fill in each row of boxes with the name of one of the objects shown here. One letter from each word has been placed to get you started. When you've filled every box, read down the two columns of shaded boxes to discover the answer to this riddle:

Why didn't the ghosts spend the night at the hotel?



See answers on page 65.

ILLUSTRATIONS BY KEVIN RECHIN

TOUGH

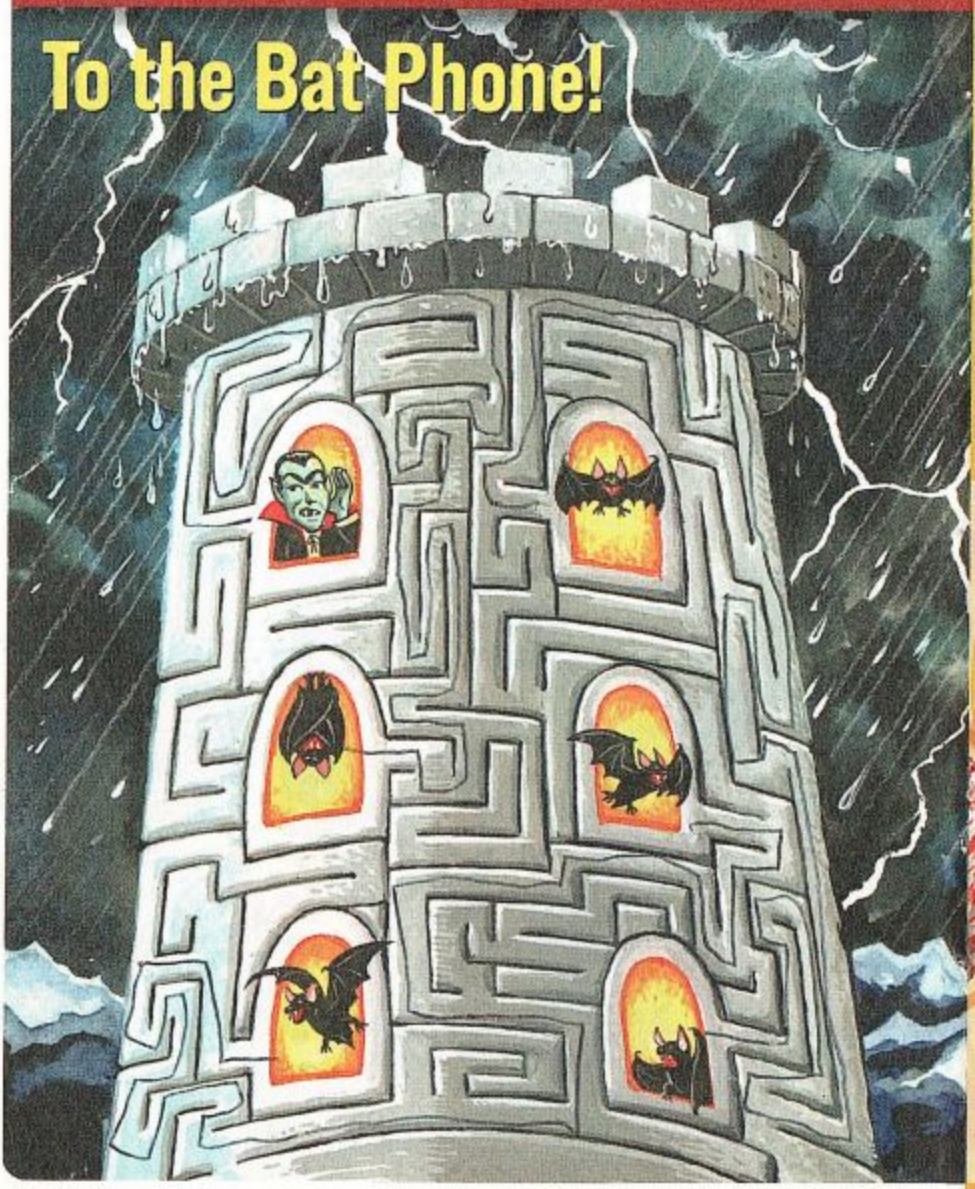
Rhyme Watch

The trick to this trick-or-treat scene is that it contains six items whose names rhyme with "trick" and six items whose names rhyme with "treat." Can you find them all?

ILLUSTRATION BY DAVE CLEGG

See answers on page 65.

To the Bat Phone!



See answers on page 65.

ILLUSTRATION BY GARY HALLGREN

Count Creepy is going bats — his cell phone is ringing, and he doesn't remember where he left it. To find it, he'll need to become a bat and fly back and forth between these two turrets. Start at the Count in the window at the top of the left-hand page and follow the maze path until you get to a bat. Leave that turret and fly across to the other turret, landing where you see the identical bat, then continue the maze. Keep flapping back and forth between turrets until you get to the Count on the phone in the last window.

Tales From the Crypt

Each of these lists has been encrypted — translated into its own code. In the first list, for example, an M represents U, so fill in U wherever you see an M. Every letter you get, and patterns such as repeated letters, will help you figure out the rest of the code. Hint: Start by thinking of something that might fit into one of the lists, then see if any of the entries have that same letter pattern.

HALLOWEEN TREATS
Example: Sourballs

WECWCILRF DLA

DMDDIF PMJ

IKWCAKWF

WLXUS WCAX

YLVDAFLOFAT

JLIRFU JKIO DLIIT

WLALJFI LHHIF

NAMKR WEFVT

ICIIKHCH

PMJJS VCAJT

IN A HAUNTED HOUSE
Example: Broken window

LMIFRX JQQM

BRIYIKQT

GPJJIT BKFPMLFBI

LQCZICB

BVPK QH FMOQM

DGQBKYX OQFTB

LQHHPT

BLVMMXPTD MFKB

LFTJIYFCMF

BGFJQZB

See answers on page 65.

ILLUSTRATIONS BY ROB COLLINET

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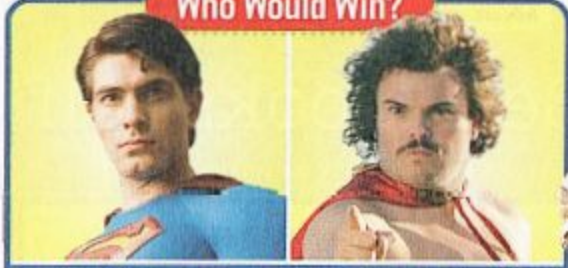
Who Would Win?



SUPERMAN vs. NACHO

1. Reputation

S: Metropolis' hero | **N:** Orphanage's hero

Edge: Superman. Nacho wrestles for money to buy kids salad greens; Superman keeps Metropolis' streets from being too mean.

2. Outfit

S: Blue tights, red cape | **N:** Blue tights, red cape

Edge: Tie. For flying in the sky or putting on a show, they don cool outfits when it's time to go!

3. Gal Pal

S: Lois Lane | **N:** Sister Encarnación

Edge: Nacho. Lois counts on Superman to rescue her from villains, but Sister takes it upon herself to make life happier for children.

4. Defensive Tactics

S: Super strength and speed | **N:** Body slamming

Edge: Superman. Nacho's fights often end in defeat, but Superman's skills are tough to beat.

5. Alter Ego

S: Clark Kent, reporter | **N:** Monastery cook

Edge: Superman. Using bad ingredients, Nacho's meals are pretty sorry, but a reporter's life is fun — Clark's always off to catch a story.

—AMY KALDOR-BULL

The Winner: By a score of 3-1-1, Superman soars to victory! Do you agree? Write to us at the "Who Would Win?" address with the release form on page 65.

Who Would Win?

COMING UP IN DECEMBER/JANUARY

BUCCANEER BOOTY

Ahoy, mateys! Check out our treasure trove of *Pirates of the Caribbean: Dead Man's Chest* DVD secrets.

CRITTER CINEMA

A pig named Wilbur and a penguin named Mumble are set to rule the big screen.

5TH ANNUAL RADIO DISNEY MUSIC AWARDS

Get in tune! Vote for the year's best songs and artists.

STUPENDOUS STUFF

You'll never believe which new toys and gadgets top the must-have list this year!

ON SALE NOVEMBER 21

PUZZLE ANSWERS

In Good Spirits

The answer to the riddle is They were just passing through.

Rhyme Watch

Trick: pick, wick, brick, tick, stick, chick

Treat: meat, beet, sheet, feet, street, wheat

To the Bat Phone!

Tales From the Crypt

Halloween Treats	In a Haunted House
Chocolate bar	Creaky door
Bubble gum	Skeleton
Licorice	Hidden staircase
Candy corn	Cobwebs
Jawbreakers	Suit of armor
Malted milk balls	Ghostly moans
Caramel apple	Coffin
Fruit chews	Scurrying rats
Lollipop	Candelabra
Gummy worms	Shadows

Answer to Eek!: From this month's Hello page.

Leftover message: The kids-and-cook world champion has never been found.

Answer to Vid-Tac-Toe, on page 50 in Technomania Times!

Top row: scalpels
Middle row: playing cards (jack, ace, queen)
Bottom row: alliteration (both words of each title start with same letter)
First column: trunks (chest, tree, mammoth)
Second column: stars
Third column: insects
Top left to bottom right diagonal: ACE in titles
Top right to bottom left diagonal: helmets

RELEASE FORM

I, _____ (print name), hereby assign to *Disney Adventures* Magazine, all right, title and interest to the attached (please circle) letter/drawing/photograph (the "Material"), which I created alone and without help from anyone else. I agree that *Disney Adventures* Magazine may use or publish the Material in any form, or decline to do so, without further permission from me or compensation to me.

Signature _____ Date ____ Birth Date ___ / ___ Year ____

I, _____ (print name), am the parent/legal guardian (choose one) of the minor child who has signed above. I hereby consent and agree on behalf of myself and my minor child to all of the terms and conditions set forth above, and to having my minor child's name and photograph, if I have enclosed one, published in *Disney Adventures* Magazine.

Signature _____ Date _____ Phone Number _____

Street Address _____ City _____ State ____ Zip ____

Staple to your letter, drawing or photo and send to Mailbox, Jokes & Riddles, Flash or Who Would Win?: Disney Adventures, P.O. Box 717, Northampton, MA 01061; Puzzles, Technomania, Hello or Top 10 Lists: Disney Adventures, P.O. Box 566, Northampton, MA 01061.

Pp.54-57: Ashley Tisdale/Disney Channel; Corbin Bleu/photo by Steve Carras; Corbin Bleu w/hummingbird by David Livingston/Getty Images Entertainment; Bird-hummingbirds by David Jennings/Wonder Bread Warner Bros. Entertainment Inc.; Nacho/Paramount Home Entertainment; clock/hummingbird photo by Peter Mountain/Disney Enterprises, Inc. All Rights Reserved. Monkey courtesy of Warner Bros. Entertainment; Wilbur/Paramount Pictures; Hannah Montana/Disney. All Rights Reserved.

Disney Adventures All-Stars Contest OFFICIAL RULES

1. SPONSOR: Buena Vista Magazines, Inc., dba *Disney Adventures* Magazine, 114 Fifth Ave., New York, NY 10011.

2. ELIGIBILITY: The qualifications to participate in this Contest require the Contestant to be of an age of not less than six (6), nor older than fourteen (14), upon entry ("Kid"). A Contestant may enter in one of three (3) categories: [1] Kid, composed of each Entry for one Kid; [2] Team, composed of each Entry for a group of six or fewer Kids ("Group") or for a family ("Family") of one or more Kids; [3] School, composed of Entries by students who are Kids ("Student"). The term "Contestant" as used herein means each participating Kid, member of a Team or Student.

3. CONTEST: The subject of this Contest is any volunteer community work project ("Project"). After you have selected and completed your Project, prepare your story consisting of your answers to the following questions, but not exceeding 300 words: (1) Why did you decide to volunteer? (2) What did you do to help others? (3) Was this your first time volunteering? (4) How would you describe your volunteer experience? (5) Would you volunteer again? ("Story").

4. ENTRY: Complete the official entry form on page 57 and mail it together with the Story inside a postage-prepaid business size (#10) envelope to: Disney Adventures All-Stars Contest, c/o Points of Light Foundation, 1400 I Street NW, Suite 800, Washington, DC 20005 ("Entry").

5. LIMITATIONS: Each Entry must be received by April 1, 2007. Only one Entry per Kid or Team and not more than six (6) Student Entries per School. Entries must be the original work of the Kid, Team or Student, must not infringe upon third-party rights, nor previously have won awards, nor been published. Open only to Contestants who, as of September 26, 2006, are legal residents of, and physically located within, the 50 states, D.C. or Canada (excluding Quebec) ("Territory") and not employees of Sponsor; its parent, subsidiary or affiliated companies; the advertising, promotional or fulfillment agencies of any of them (individually and collectively, "Entities"); nor members of their households or immediate families. Neither the Entities, nor any of their officers, directors, shareholders, employees, agents or representatives (individually and collectively, "Releasees") are responsible for Entries from persons residing, or located, outside the Territory; printing errors; or Entries that are altered, defective, delayed, destroyed, fraudulent, illegible, inaccurate, incomplete, invalid, late, lost, multiple, mutilated, postage-due, stolen, tampered with, unauthorized, unintelligible or unvalidated; or other errors of any kind, whether due to electronic, mechanical or human error or other causes; even if caused by the negligence of any of the Releasees. Each of such potential Entries will be disqualified. Void where prohibited or restricted by law and subject to all federal, state, provincial and local laws and regulations.

6. PRIZES: Three (3) GRAND PRIZES:

One (1) Grand Prize for winning Kid: A three (3) day/two (2) night trip ("Trip") for winner and two (2) guests including at least one parent or legal guardian ("Parent") to Los Angeles, California ("City"), to help cast members from *High School Musical* ("Cast") work on their Project ("Community Project"), which will be described in a forthcoming issue of the *Disney Adventures* Magazine. Cast members will appear only if available; other talent may be substituted. This Grand Prize consists of the following elements: [1] hotel accommodations for three (3) persons (one standard room) for two (2) nights; [2] three (3) 1-day passes for admission to Disneyland® park or Disney's California Adventure™ park; [3] hotel/Community Project/Disneyland® Resort transfers; [4] the winner's Story will appear in a future issue of the *Disney Adventures* Magazine; [5] if winner resides more than one hundred fifty (150) miles from the City, round-trip coach air transportation for three (3) between the major metropolitan airport nearest winner's residence ("airport of origin") and a major Southern California airport; [6] airport/hotel transfers and [7] the privilege of nominating a charity to which the Sponsor may contribute One Thousand Dollars ($1,000). Approximate retail value ("ARV"): $3,500, which will vary depending upon points of departure and destination and seasonal fluctuation of hotel rates and airfares.

One (1) Grand Prize for winning Team (either a Group or Family): A three (3) day/two (2) night trip ("Trip") to Los Angeles, California ("City") for winner and accompanying Parents to help in the Community Project. If winner is a Group, Trip is for each member of the Group and two (2) Parents of each member (eighteen (18) persons maximum). If winner is a Family, Trip is for not exceeding six members of the Family including at least one Parent. This Grand Prize consists of the following elements: [1] hotel accommodations for two (2) nights for winning Group — six (6) standard rooms (one for each member of Group and his/her Parents) — or for winning Family — two (2) standard rooms, for two (2) nights; [2] 1-day Passes good for admission to *Disneyland®* Park or *Disney's California Adventure™* park — eighteen (18) to a winning Group or six (6) to a winning Family; [3] hotel/Community Project/Disneyland® Resort transfers; [4] the winner's Story will appear in a future issue of the *Disney Adventures* Magazine; [5] if the Entry address of the winning Team ("residence") is more than one hundred fifty (150) miles from the City, round-trip coach air transportation (for a maximum of eighteen (18) persons if a Group and six (6) if a Family) between the major metropolitan airport nearest the residence ("airport of origin") and a major Southern California airport; [6] airport/hotel transfers and [7] the privilege of nominating a charity to which the Sponsor may contribute One Thousand Dollars ($1,000). Group ARV: $20,000, and Family ARV: $7,000, each of which will vary depending upon points of departure and destination, seasonal fluctuation of hotel rates and airfares and numbers of persons traveling.

One (1) Grand Prize for winning School: This Grand Prize consists of three elements: [1] Five Thousand Dollars ($5,000) cash; [2] the privilege of nominating a charity to which the Sponsor may contribute an additional Five Thousand Dollars ($5,000) and [3] the winner's Story will appear in a future issue of the *Disney Adventures* Magazine (ARV: $5,000).

One (1) Recognition Prize For Each Contestant: One (1) mini poster of the cast of *High School Musical*.

In respect to each Trip: All expenses not specifically mentioned herein are not included and are solely each winner's responsibility, including but not limited to: transportation to the City if a residence is less than one hundred fifty (150) miles from the City, round-trip transportation between the residence and any airport of origin, room service, parking fees, laundry service, food, alcoholic beverages, merchandise, souvenirs, telephone calls, tips, gratuities and service charges. Airline carrier and hotel regulations and conditions apply. Travel, lodging and the Community Project are subject to availability, certain restrictions, blackout dates and Sponsor's approval; and Trips must each be completed by August 31, 2007. Maximum total ARV of all Grand Prizes: $28,500. Prizes are not redeemable for cash or transferable. No substitutions allowed except, at Sponsor's sole discretion, a prize of equal or greater value may be substituted. All three Grand Prizes will be awarded provided a sufficient number of eligible Entries are received and prizes validly claimed by July 30, 2007, after which no alternate winners will be selected, nor unclaimed prizes awarded.

7. PROCEDURES: Contest begins October 16, 2006, and ends April 1, 2007. On or before May 15, 2007, Entries will be judged by Sponsor and community organizations, who will select the winners on the basis of the quality of answers to the questions comprising the Story.

8. WINNERS: Potential winners will be notified by U.S. Mail on or about May 22, 2007. All responsibilities of a minor will be assumed by Parent. Disqualification and the selection of an alternate winner may result from any of the following: [1] potential winner's failure to respond to notification within ten (10) days after its mailing; [2] the return of any notice or prize as undeliverable; [3] potential Grand Prize winner's failure to execute and return an Affidavit of Eligibility/Liability/Publicity Release within ten (10) days after its mailing; [4] potential Grand Prize Trip winner's failure to be available to complete the Trip by August 31, 2007; [5] potential Recognition Prize winner's failure to claim a prize within ten (10) days after it is sent; [6] potential winner's failure to validly claim any prize by July 30, 2007 and [7] any other noncompliance with Official Rules ("Rules"). Grand Prize winner and companions must travel together on same itinerary; and each minor must be accompanied on the Trip by at least one (1) Parent. All traveling companions will be required to execute a Release of Liability prior to ticketing. All taxes are solely each winner's responsibility; and each Grand Prize winner will receive an IRS Form 1099 reflecting the final actual value of the prize. For list of winners (after May 22, 2007) and/or Rules (before April 1, 2007), send a self-addressed, stamped #10 envelope to: Disney Adventures All-Stars Contest, P.O. Box 568, Northampton, MA 01061-0568.

9. CONDITIONS: Each Contestant by entering this Contest agrees that: [1] Contestant will abide by and be bound by the Rules and the Sponsor's decisions; [2] Contestant irrevocably assigns and transfers to Sponsor and its assigns all rights in the Entry, including, without limitation, all copyrights; [3] the Entry will not be acknowledged or returned; [4] Contestant grants to the Sponsor and its assigns the right to publish, use, adapt, edit and/or modify such Entry in any way and in any and all media, without limitation, and without consideration or acknowledgment to the Contestant; [5] the Releasees are not responsible for claims, injuries, losses or damages of any kind resulting from Contest participation; the awarding, acceptance, use, misuse, possession, loss or misdirection of any prize or participation in any prize-related activity; [6] the Recognition Prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose); [7] Contestant's acceptance of a Grand Prize constitutes the grant of an unconditional right to use Contestant's name, address (city and state or province only), voice, likeness, photograph, biographical and prize information and/or statements about the promotion for any publicity, advertising and promotional purposes without additional compensation, except where prohibited by law; [8] in the event unauthorized human intervention, Acts of God, acts or regulations of any governmental or supra-national authority, war, national emergency, accident, fire, riot, strikes, lockouts, industrial disputes, acts of terrorism or other matters beyond the Sponsor's reasonable control, corrupt, prevent or impair the administration, security, fairness or proper play of the Contest, so that it cannot be conducted as originally planned, the Sponsor has the right to cancel, terminate or suspend the Contest; and in such event, to select winners from among all eligible Entries received up to such time of cancellation, termination or suspension and in the event a Trip has already commenced, to terminate the Trip and return the winner and guests to the airport of origin as soon as reasonably possible; [9] in the event that the Cast is unavailable to work with the winners on the Community Project, Sponsor is not responsible for such unavailability and may substitute another celebrity group to work with the winners on the Community Project; [10] any portion of any Grand Prize not accepted or used by any winner will be forfeited and [11] the Releasees are not responsible for any inability of any winner to accept or use any Grand Prize (or any portion thereof) for any reason.

COMIC ZONE

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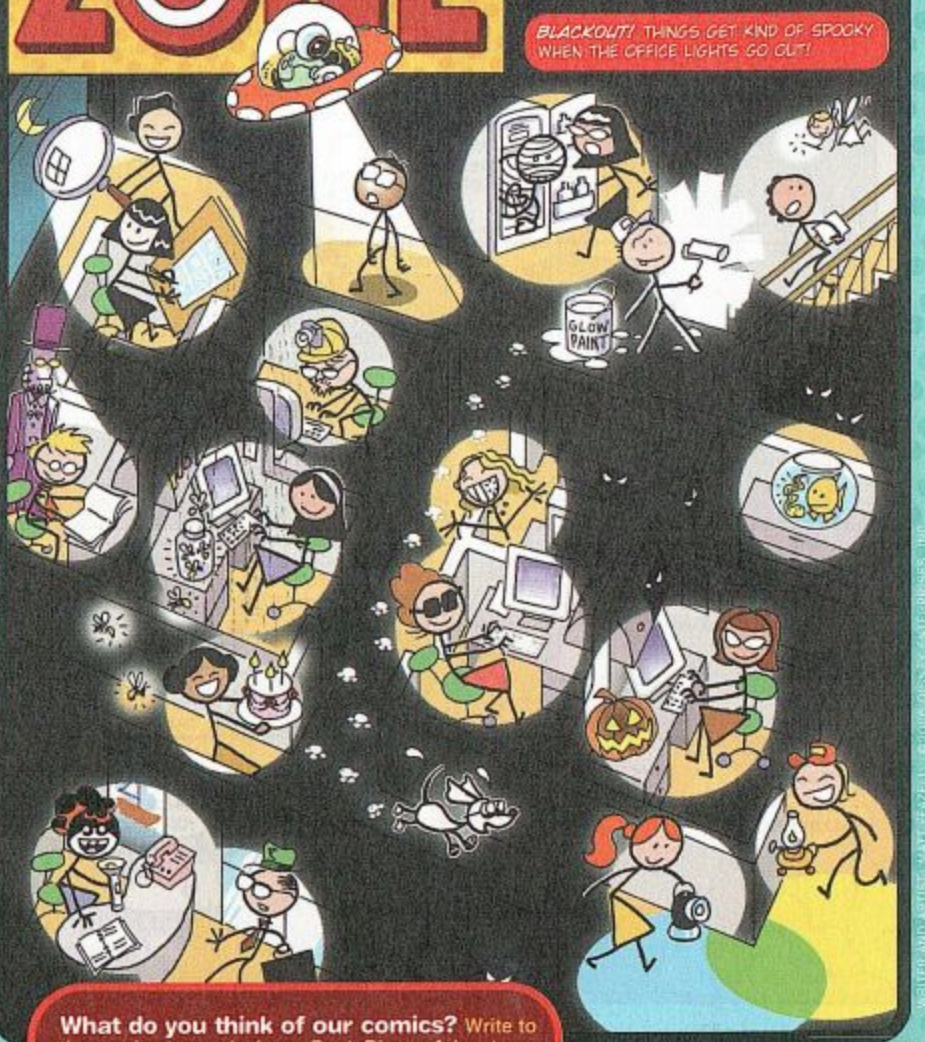

What do you think of our comics? Write to the comics team c/o Jesse Post, Disney Adventures, 114 Fifth Avenue, New York, NY 10011, or send e-mail to DisneyAdventures@disney.com.

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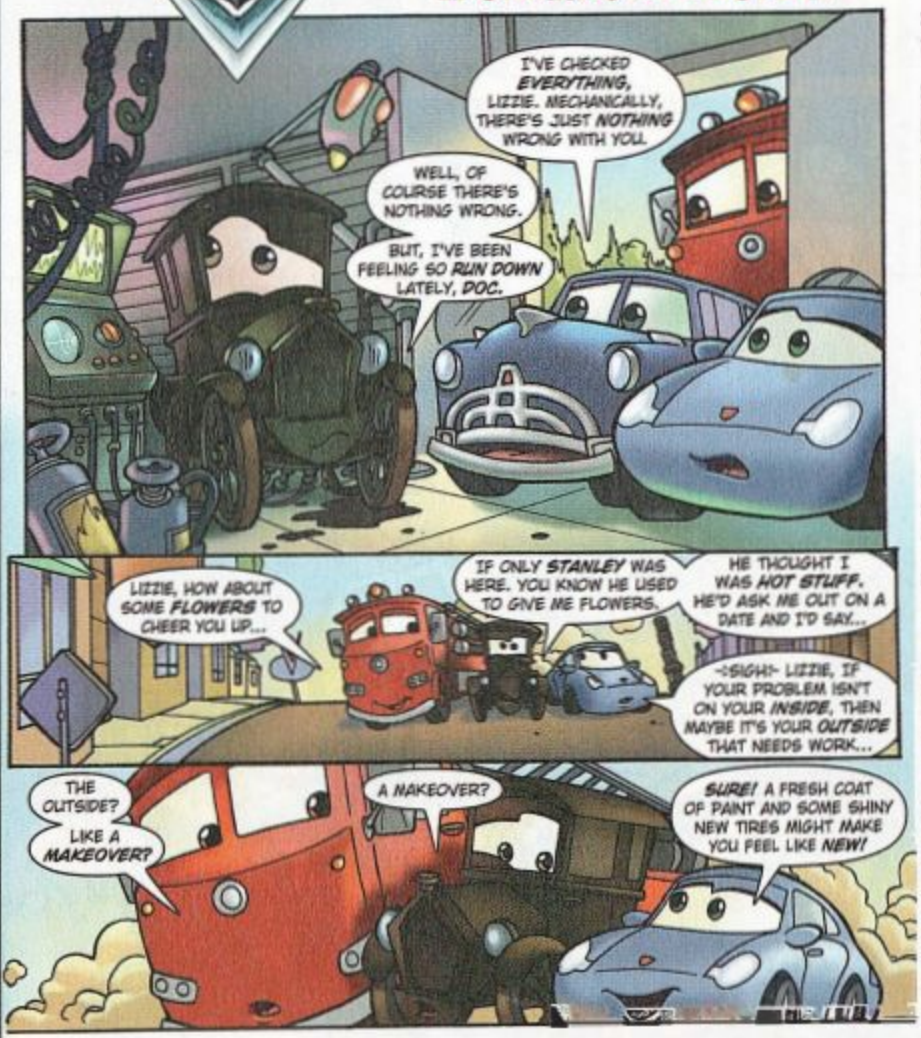
Cars

"A CLASSIC MAKEOVER!"


I'VE CHECKED EVERYTHING, LIZZIE. MECHANICALLY, THERE'S JUST NOTHING WRONG WITH YOU.
WELL, OF COURSE THERE'S NOTHING WRONG.
BUT, I'VE BEEN FEELING SO RUN DOWN LATELY, DOC.
LIZZIE, HOW ABOUT SOME FLOWERS TO CHEER YOU UP...
IF ONLY STANLEY WAS HERE. YOU KNOW HE USED TO GIVE ME FLOWERS.
HE THOUGHT I WAS HOT STUFF. HE'D ASK ME OUT ON A DATE AND I'D SAY...
-SIGH- LIZZIE, IF YOUR PROBLEM ISN'T ON YOUR INSIDE, THEN MAYBE IT'S YOUR OUTSIDE THAT NEEDS WORK...
THE OUTSIDE?
LIKE A MAKEOVER?
A MAKEOVER?
SURE! A FRESH COAT OF PAINT AND SOME SHINY NEW TIRES MIGHT MAKE YOU FEEL LIKE NEW!

WRITER: MICHAEL STEWART PENCILS: FABIO POCHET INKS: FEDERICA SALFO COLORS: MAURIZIO DE BELLIS LETTERS: MICHAEL STEWART JZ1152

RAMONE WILL FIX YOU UP RIGHT, LIZZIE!
OKAY, RAMONE, SOMETHING FRESH BUT DIGNIFIED AND TASTEFUL.
THIS MAY BE JUST THE THING TO PUT SOME SPRING BACK INTO MY SUSPENSION.
NO PROBLEM! I LOVE WORKING ON CLASSIC CARS!
DON'T WORRY-- RAMONE KNOWS EXACTLY WHAT TO DO!
SOON...
WELL? WHAT DO YOU THINK?
ACK!
UH...YOU HAVE MORE COLOR...
LIKE YOU SAID, SALLY--FRESH BUT DIGNIFIED AND TASTEFUL!
AND CHECK OUT THE SPRING IN MY SUSPENSION!
UHHHH...
SHE'S A MASTERPIECE!
The End

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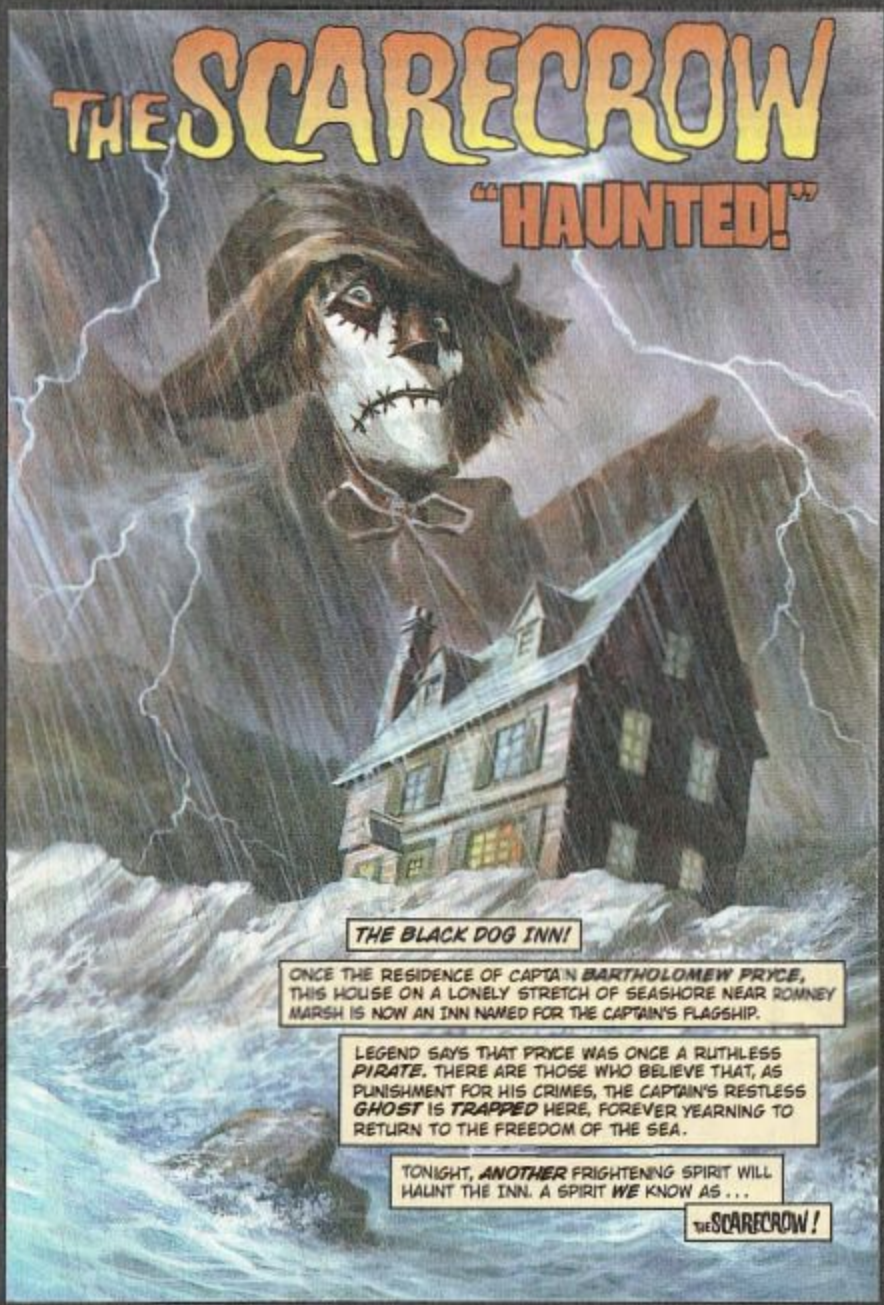
THE SCARECROW
"HAUNTED!"
THE BLACK DOG INN!
ONCE THE RESIDENCE OF CAPTAIN BARTHOLOMEW PRYCE, THIS HOUSE ON A LONELY STRETCH OF SEASHORE NEAR ROMNEY MARSH IS NOW AN INN NAMED FOR THE CAPTAIN'S FLAGSHIP.
LEGEND SAYS THAT PRYCE WAS ONCE A RUTHLESS PIRATE. THERE ARE THOSE WHO BELIEVE THAT, AS PUNISHMENT FOR HIS CRIMES, THE CAPTAIN'S RESTLESS GHOST IS TRAPPED HERE, FOREVER YEARNING TO RETURN TO THE FREEDOM OF THE SEA.
TONIGHT, ANOTHER FRIGHTENING SPIRIT WILL HAUNT THE INN. A SPIRIT WE KNOW AS . . .
THE SCARECROW!
WRITER: MICHAEL STEWART ARTIST: BRET BLEVINS LETTERS: MICHAEL STEWART ©2006 DISNEY ENTERPRISES, INC.

INSIDE THE INN...
MORE SOLDIERS? BUT GENERAL PUGH, YOUR MEN HAVE ALREADY TAKEN EVERY ROOM IN THE INN.
I'M QUITE SURE YOU WILL FIND SOMEWHERE TO PUT THEM.
YOUR ARM WILL BE FINE, BUT I'D LIKE THE SURGEON IN FOLKESTONE TO LOOK AT IT.
OH, THANK YOU, DR. SYN!
I SEE THE GENERAL AND HIS MEN ARE SETTLING IN.
AYE, AND WHO KNOWS IF THE ARMY WILL EVER PAY US. WITH NO MONEY COMING IN, WE MAY LOSE THE INN.
I FEAR THAT IS WHAT PUGH HOPES WILL HAPPEN.
WE CAN'T STAY HERE, GENERAL. EVERYONE KNOWS THE INN IS HAUNTED!
THAT'S SUPERSTITIOUS NONSENSE! WE'RE STAYING HERE FOR AS LONG AS IS NECESSARY!
I CAN SEE WHY PUGH WANTS THIS PLACE! IT'S MUCH MORE LUXURIOUS THAN DOVER CASTLE. AND FROM HERE HE CAN KEEP WATCH ON THE ENTIRE COAST.
THERE MUST BE SOME WAY WE CAN HELP THAT POOR INNKEEPER AND HIS WIFE.
PERHAPS WHAT THIS SITUATION CALLS FOR--
--IS A VISIT FROM THE SCARECROW!

LATER, IN A SECRET STABLE BELOW BROKEN BARN...
DO YOU REALLY THINK WE CAN FORCE THE SOLDIERS TO LEAVE THE INN, DR. SYN?
GETTING THEM OUT IS ONLY PART OF THE PLAN, JOHN.
WE HAVE TO MAKE SURE THEY NEVER WANT TO COME BACK!
BY NOW OUR FRIEND MIPPS WILL HAVE TAKEN THE INNKEEPER AND HIS WIFE TO FOLKESTONE.
GOOD! THAT MEANS WE'LL HAVE GENERAL PUGH AND HIS MEN ALL TO OURSELVES.
HA HA HA HA HA!
LATER, AT THE INN, A LOUD BELL BEGINS TO TOLL IN THE NIGHT...
ON YOUR FEET!
FIND OUT WHO IS MAKING THAT INFERNAL NOISE AND ARREST THEM!
SOON...
WE COULDN'T FIND ANYONE, GENERAL!
THAT'S IMPOSSIBLE!
BONG!
THAT WAS A SHIP'S BELL!
THEY SAY THAT ON CERTAIN NIGHTS, OLD CAPTAIN PRYCE'S SHIP SAILS IN--
--AND CALLS HIM TO COME BACK TO SEA!

SKRRRAPE
KLUNK
NOW WHAT?
THAT'S THE SOUND OF A MAN WHO WALKS WITH A PEG LEG--JUST LIKE CAPTAIN PRYCE!
IT'S COMING FROM THE ROOM ABOVE US!
UPSTAIRS...
THAT'S THE ROOM.
WE'LL GET TO THE BOTTOM OF THIS RIGHT NOW!
SKRRRAPE
KLUNK
NO! DON'T OPEN THAT DOOR!
OH! OH MY--
IT'S EMPTY!
WOOAH! THAT WAS CLOSE!
I DIDN'T ANTICIPATE HOW SLIPPERY THE ROOF WOULD BE!

SKRRRAPE
KLUNK
-:GASP!:-
IT'S IN THE ATTIC NOW!
YOU CAN'T GO UP THERE!
I MUST!
I REFUSE TO BELIEVE THAT THIS IS ALL THE WORK OF A--
HA HA HA HA HA!
--GHOST!

AHHHHH!
SECONDS LATER...
EVERYONE BACK TO THE CASTLE!
THIS ACCURSED HOUSE ISN'T A FIT PLACE FOR THE LIVING!
LOOKS LIKE OUR FRIENDS THE INNKEEPERS WILL HAVE SOME VACANCIES TO FILL WHEN THEY RETURN--
--WITH PAYING GUESTS THIS TIME.
WE MUST BE SURE TO TELL THEM THAT THEIR INN ISN'T REALLY HAUNTED.
WELL...
I DROPPED THE PEG LEG WHEN I SLIPPED GOING OUT THE SECOND FLOOR WINDOW.
SO I HAVE NO IDEA WHO MADE THE NOISES THAT DREW THE SOLDIERS UP TO THE ATTIC.
WHAT?!
BLACK DOG INN
MAYBE OLD CAPTAIN PRYCE WANTED THEM OUT OF HIS HOUSE AS MUCH AS WE DID.
THE END!

PIRATES of the CARIBBEAN
DEAD MAN'S CHEST
"THE COMPASS OF DESTINY!"
PART TWO
AAAAHHH!
WHEN WE LAST SAW CAPTAIN JACK SPARROW, HE WAS LEADING ADMIRAL ROYCE TO TIA DALMA, THE MYSTIC, FOR A HEFTY SACK OF GOLD.
BUT IT LOOKS LIKE THEIR TRIP ISN'T GOING AS WELL AS PLANNED!
MOST OF OUR MEN ARE DOWN WITH PARALYZING DARTS.
THEY WON'T RECOVER FOR HOURS, SIR.
THE FOOLS, STANDING THERE IN HARM'S WAY.
WITHOUT MEN OR THE MAP WE ARE LOST.
HOW SOON YOU FORGET WHY YOU PAID A PRETTY DOUBLOON TO BRING ME ALONG, ROYCE.
NEVER NEEDED THAT MAP TO BEGIN WITH, TO TELL THE TRUTH.
THOUGH IT WAS FUN TO WATCH YOU ALL JUMP THROUGH HOOPS.
JACK SPARROW...
WRITERS: ALESSANDRO SISTI AND RICH THOMAS PENCILS: LUCIO LEONI INKS: CRISTINA GIORGILLI COLORS: KAWAII CREATIVE STUDIO LETTERS: MICHAEL STEWART
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J6PNG3

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...IT HAS BEEN A WHILE.
I HATE IT WHEN YOU DO THAT EYES-IN-THE-BACK-OF-YOUR-HEAD THING.
TIA DALMA?
--YOU'RE COMING WITH US!
ONE LORD CUTLER BECKETT HAS SENT US TO RETRIEVE YOU.
BECKETT? JUST ONE MOMENT, MATE.
LET ME HANDLE THIS.
-:SIGH:-
CAPTAIN SPARROW REALLY DOES THINK I'M A FOOL.

SO FAR YOU'VE BEEN EXTREMELY HELPFUL--CONTINUE TO COLLABORATE AND YOU SHALL BE WELL COMPENSATED.
TURN AGAINST US AND YOU'RE FINISHED.
"SAVVY, MATE?"
SAVVY ENOUGH. EXCEPT THERE'S ONE SMALL DETAIL.
OUR COLLABORATION HAS COME TO AN ABRUPT END.
SORRY.
HAD I PREVIOUSLY KNOWN YOU WERE IN THE SERVICE OF THE VILE LORD BECKETT, I NEVER WOULD HAVE COLLABORATED IN THE FIRST PLACE.
WHAT A SHAME!
IF YOU DON'T GIVE US THE SOOTHSAYER WE'LL TAKE HER.

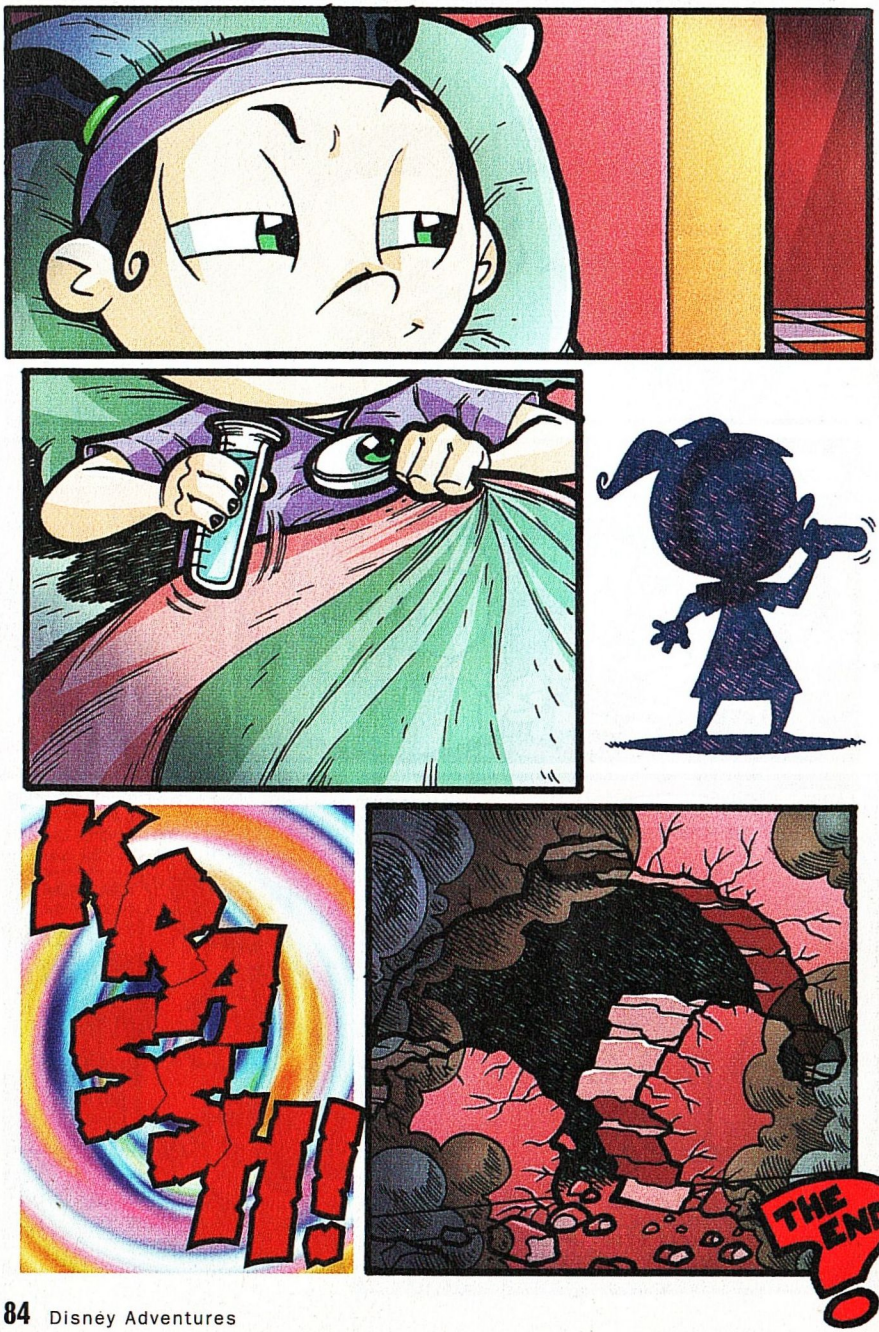
CAPTAIN JACK SPARROW, I'M AFRAID YOU'VE FINALLY MET YOUR MATCH.
AH, THAT'S WHERE YOU'RE MISTAKEN. I HAVE COMPLETED MY SPELL...
...AND IT IS YOU WHO HAS MET HIS MATCH!
GROWWWL!
RAAARGH!
URRRGH!
WHAT?!
RAAARGH!
EEEP!
ENOUGH!
END, PART 2!
BE HERE NEXT MONTH FOR THE SURPRISING, SWORD-CLANGING CONCLUSION!

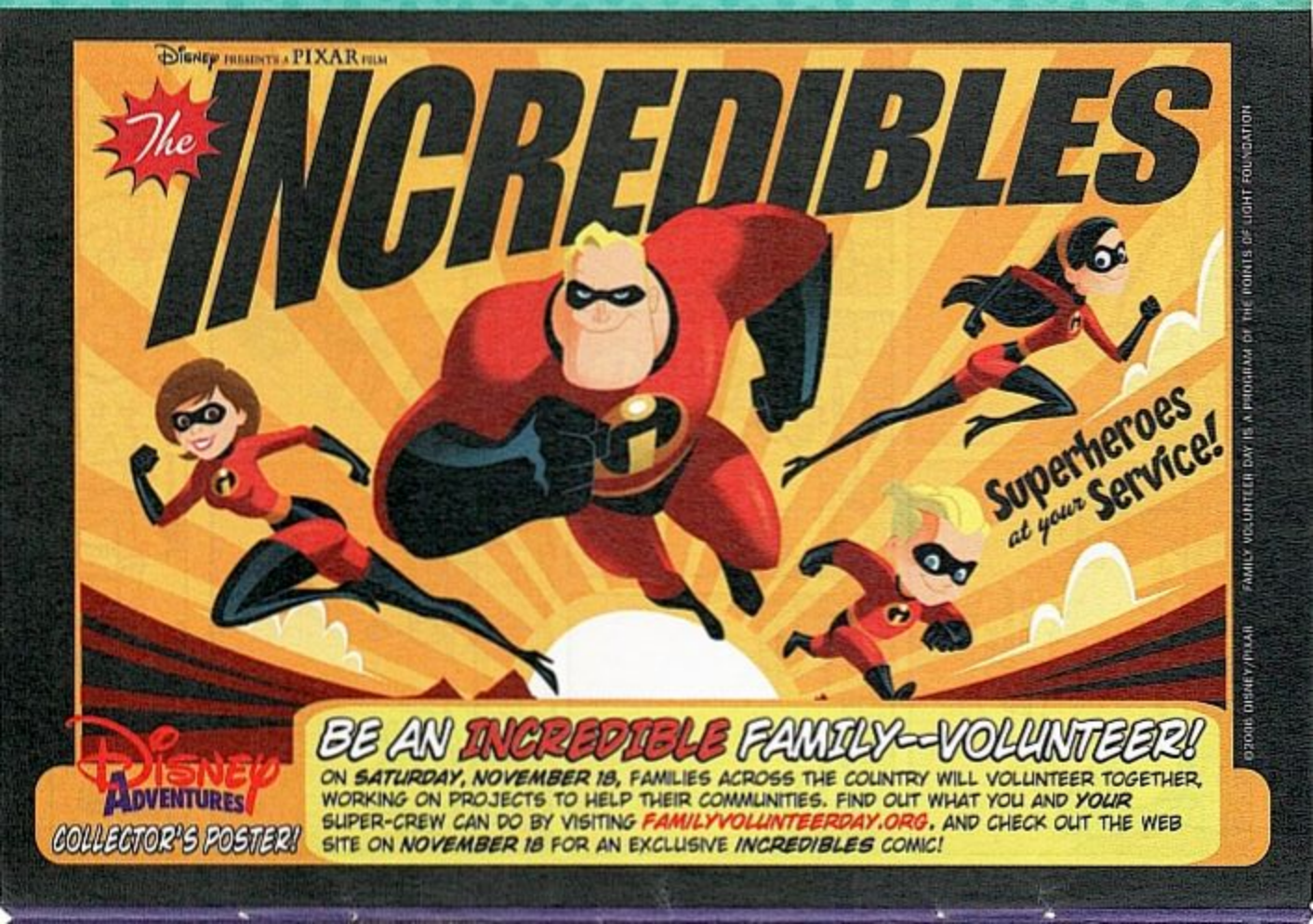
LITTLE GLOOMY
WHAT'S THIS?
LITTLE GLOOMY MUTATED INTO A MALEVOLENT MONSTER?!
HOW COULD SUCH A TERRIFYING AND TROUBLING TRANSFORMATION TRANSPIRE?!
FIND OUT IN:
"LITTLE GLOOMY tIM the SINISTER SERUM of SUPER STRENGTH!"

EARLIER...
THE MONSTER MUSEUM
HMM... "JEKYLL AND HYDE."
I REMEMBER HIM FROM HISTORY CLASS. HE USED A POTION TO TRANSFORM HIMSELF INTO A GIANT SAVAGE MONSTER WITH SUPERHUMAN STRENGTH.
IT SAYS HERE, THE ONLY WAY HE COULD BE STOPPED FROM HIS MINDLESS DESTRUCTION WAS WITH A SPECIAL ANTIDOTE.
GLUG
THIS TASTES... WEIRD.
WHERE DID YOU GET THIS, FRANK?
THAT STATUE GUY WAS HOLDING IT. I FIGURED IT WAS EASIER TO GET IT HERE THAN TRUDGE ALL THE WAY TO THE CAFETERIA.
OH NO...
I FEEL...
I FEEL...
...I FEEL GREAT! HAHAHAHA!!!
RAR! GLOOMY MONSTER DESTROY!!
YOU IDIOT! WHAT HAVE YOU DONE?!
WHAT WAS I SUPPOSED TO DO? SHE WAS THIRSTY!

WE'RE TOO LATE! SHE'S ESCAPED INTO THE CITY!
WE'LL NEVER FIND HER NOW!
HEY LARRY...
HA! TREMBLE BEFORE THE MIGHT OF MY POWER AND STUFF!
I THINK SHE'LL BE PRETTY EASY TO KEEP TRACK OF.
ALL RIGHT. SO WE FOUND HER. NOW WHAT?
SHE'S SUPER STRONG AND SHE'S RAMPAGING.
I HAVE AN IDEA... WHAT IF WE EXAMINE THE FORMULA USED TO GIVE HER SUPER STRENGTH, AND THEN USE IT TO CREATE AN ANTIDOTE?
THAT'S... THAT'S ACTUALLY A GOOD IDEA.
CAN YOU DO THAT?
CRUSH!
ME? I THOUGHT MAYBE YOU COULD. YOU KNOW I'M NO GOOD WITH THE SCIENCE-Y TYPE THINGS.
YOU ARE SO USELESS.
I MEAN SERIOUSLY.
HAHAHA! GLOOMY LOVES BREAKING THINGS!
I'M GOING TO PUT AN END TO THIS!
SMASHYSMASHYSMASH!
MUST...
SAVE...
ZWORP

WHERE AM I?
...DAY!
KLONK!
GUH!
OOPS...
LATER...
I GUESS THE POTION WAS SO OLD, IT WORE OFF NATURALLY.
YEAH. UM, SO...NO HARD FEELINGS AND ALL.
RIGHT?
OH YEAH, YOU TURN ME INTO A MONSTER AND YOU KNOCK ME OUT WITH A MALLET. AND THERE'S SUPPOSED TO BE NO HARD FEELINGS?
I GUESS.
HEH. ALL RIGHT. WELL...WE'LL CHECK IN ON YOU...UH--
TOMORROW. IS THAT OK?
FINE. WHATEVER.


KRASSH!
THE END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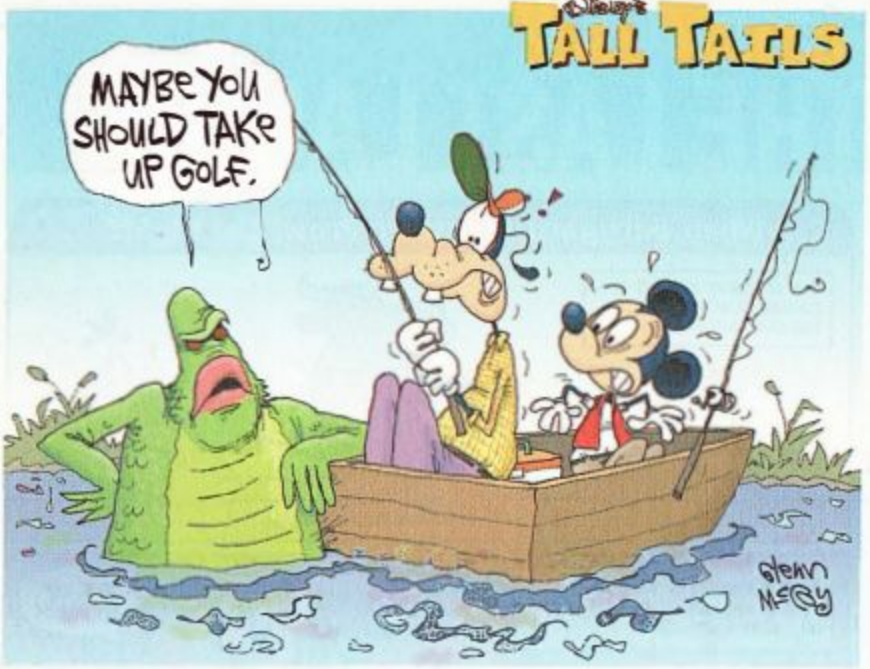

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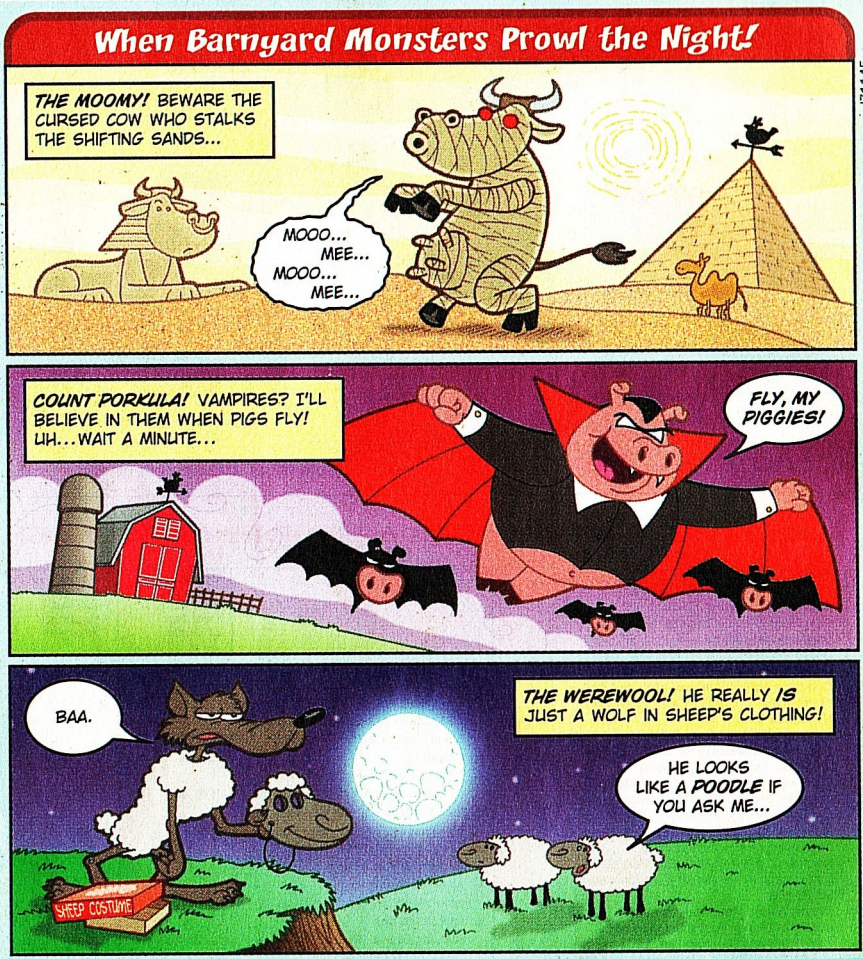
THE LAST LAUGH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THE MOOMY! BEWARE THE CURSED COW WHO STALKS THE SHIFTING SANDS...
MOOO... MEE... MOOO... MEE...
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COUNT PORKULA! VAMPIRES? I'LL BELIEVE IN THEM WHEN PIGS FLY! UH... WAIT A MINUTE...
FLY, MY PIGGIES!
BAA.
THE WEREWOOL! HE REALLY IS JUST A WOLF IN SHEEP'S CLOTHING!
HE LOOKS LIKE A POODLE IF YOU ASK ME...
SHEEP COSTUME
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